

MASS EFFECT™



SCIENCE FICTION CAMPAIGN SETTING



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SPECIAL THANKS

BioWare

- for creating the wonderful Mass Effect series -

Fantasy Flight Games

- for creating one of the greatest roleplaying systems -

Mass Effect Wiki

- <https://masseffect.fandom.com> -

- for being a detailed and comprehensive resource -

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INTRODUCTION

In the year 2148, explorers on Mars discovered the remains of an ancient spacefaring civilization. In the decades that followed, these mysterious artifacts revealed startling new technologies, enabling travel to the furthest stars. The basis for this incredible technology was a force that controlled the very fabric of space and time.

They called it the greatest discovery in human history.

The civilizations of the galaxy call it... MASS EFFECT.

Welcome to the Milky Way, in the setting of Mass Effect. Using the Narrative Dice System by Fantasy Flight Games, you will play a unique character in a universe populated by various alien species, where galactic politics, exploration and the threat of the unknown are key factors in the story.

With a wide variety of character types to play, the powers of advanced technology and the all-defining Element Zero at your disposal, you and your friends shall embark on a journey across the galaxy.

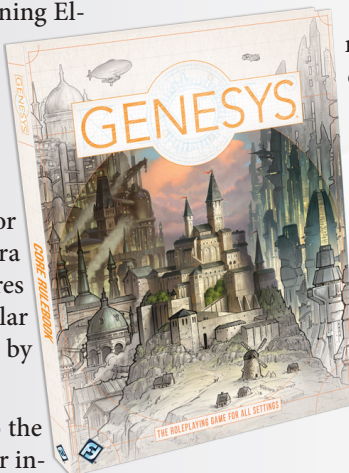
WHAT IS IN THIS BOOK AND HOW DO I USE IT?

MASS EFFECT is a sourcebook - or expansion - for the **GENESYS** Core Rulebook. It contains a plethora of options to build characters and craft adventures to take place on a galactic scale, in the popular Mass Effect setting that has been crafted by BioWare.

This book is not, however, a detailed guide to the world of Mass Effect, nor does it feature a deeper insight into the inner workings of that setting. As a fan-

made expansion, and written from the perspective of a fan, it assumes fans to be the target audience, and expects a previous level of understanding of the Mass Effect universe. For a good primer on the series, consider reading the fan-maintained, well-kept, wiki referenced in the credits. Maybe even consider picking up and playing the games if you haven't yet!

Also be aware that this book is not a standalone product, but an expansion to the **GENESYS** Core Rulebook, which is required to have full access to the rules, skills and talents of the system. You will find frequent references to that rulebook within this book, and you are expected to be familiar with the core concepts of the **GENESYS** roleplaying system before starting your journey into **MASS EFFECT**.





WHAT WILL I FIND IN THIS BOOK?

Much like other setting books for the **GENESYS** roleplaying systems, **MASS EFFECT** is split into multiple chapters, 6 to be exact.

In **Chapter 1: Character Creation**, you will find all the rules to build a player character for your game. This chapter assumes that you know how to build a character as per the rules found in the Genesys Core Rulebook, but includes a variety of changed rules. You will also find new Skills and new Talents here.

In **Chapter 2: Equipment**, this book provides you with a large selection of items that your character, and all other characters in this setting, may use. You will find weapons, armor, omni-tools and biotic amps as well as many other gear pieces to outfit your character to your liking.

In **Chapter 3: Ships and Vehicles**, you will find a variety of profiles for vehicles, both for planetary and space travel. These range from star liners used to take your player character and their party members around the galaxy at speeds faster than light to tanks for military ground support.

In **Chapter 4: Biotics and Tech**, you may encounter the “magic” of the Mass Effect universe; Biotics and Tech powers, which your character may use to interact with their environment and defeat their enemies in miraculous ways.

In, **Chapter 5: Adversaries** features an exhaustive list of non-player characters (NPCs) for the Game Master to populate the galaxy, both as foes but also allies to the party.

Finally, **Chapter 6: The Game Master** provides GMs with guidelines to running military campaigns, starting a game with experienced characters, a look over various locations of the universe and insight into the Reapers and their impact on a campaign.

You'll also find an **Appendix** at the end which features a map of the Milky Way galaxy as it exists in the **MASS EFFECT** setting, with its important locations marked.

CHAPTER 1: CHARACTER CREATION

The creation of your player characters works much the same as per the rules starting on page 32 of the **GENESYS** Core Rulebook. The seven following steps are largely unchanged, but have been augmented to fit the Mass Effect setting.

STEP 1: DETERMINE BACKGROUND

Where does your character come from? What kind of life have they led up to now? Are they a traveler, an entrepreneur, a mercenary, a criminal, a soldier or maybe something else entirely?

Work with your GM and your fellow players to come up with a background that befits the game you'll be playing and presents some starting points for your personal roleplay!

STEP 2: SELECT A CHARACTER SPECIES

Tying in with your choice of background, you will need to choose one of the prevalent species of the Mass Effect universe, listed on the following pages. This species determines your initial characteristic values, starting skills, abilities and experience points.

The choices of species presented in **MASS EFFECT** replace the archetype choices found in the **GENESYS** Core Rulebook.

STEP 3: CHOOSING A CAREER

The next step is to determine what your character does, or initially learned doing. Your career determines some of the skills you start with and those you'll find easier to acquire down the line.

The choices of careers presented in **MASS EFFECT** replace the archetype choices found in the **GENESYS** Core Rulebook.

STEP 4: INVESTING EXPERIENCE POINTS

With your species and career chosen as the bases of your character, you can now invest your experience points. The amount of experience available is determined by your species. This step allows you to round out your character by increasing characteristics and skills and picking up some talents before you start play.

Information on how to spend starting experience points can be found on page 44 of the **GENESYS** Core Rulebook.

STEP 5: DETERMINE DERIVED ATTRIBUTES

With your characteristics finalized, you can go on to determine the attributes based on them, such as your wound and strain thresholds and soak value.

Information on how to determine these derived attributes and on how they function can be found on page 45 of the **GENESYS** Core Rulebook.

STEP 6: DETERMINE MOTIVATION AND FAVORS

An integral part to your character is their motivation. The motivations determine how they react to certain situations, how they deal with danger or challenge and can assist you in determining how to play them and their interactions with their surroundings.

How Motivations work and list of example Motivations can be found on page 46 of the **GENESYS** Core Rulebook.

In addition to having Motivations, your character has the option to owe some favors, as per the rules of Favors introduced in **SHADOW OF THE BEASTALK**. This step allows your character to gain additional starting experience points or credits to invest in equipment, but in exchange, they may be called upon to make good on that favor over the course of your game.

STEP 7: CHOOSE GEAR, APPEARANCE, AND PERSONALITY

Lastly, you should round out your character with a set of gear for them to carry, as well as determining their appearance and personality. The appearance and personality of your character are completely up to you are narrative, not mechanical.

The rules for acquiring starting gear have been changed slightly from those found in the **GENESYS** Core Rulebook. Your character starts with 1,000 credits to spend on items (see **Chapter 2: Equipment**).

Your character can not use these credits to purchase any item that are restricted (denoted by having "(R)" listed next to their price). Any credits your character does not spend, they keep for the start of the game. Finally, after you are done acquiring all your gear, roll a 1d100 and add that value as "pocket money" to any remaining starting funds.

STEP 2: SELECT A CHARACTER SPECIES

Your choice of character species defines your character physically and also helps define a lot more of their background. Remember that your character only ever has one species and you will be unable to change it once you have started playing.

ASARI

The asari stem from the planet Thessia in the Athena Nebula. They were the first species of this cycle to discover the citadel, and are known across the galaxy for their elegance, diplomatic skills and biotic aptitude.

A defining feature among their biology is their unique nervous system which allows them to engage into the process of "melding". That process allows them to feel emotions and see memories of a person they touch, while at the same time also sharing their own. The process is quite intimate, and an integral part to the Asari's unique way of reproduction.

The asari are a mono-gendered species and have no internal concept of gender differences, but are usually viewed as female by other, bi-gendered species and most commonly make use of female pronouns. They can live for over a thousand years, a lifespan only rivaled by the Krogan.

Asari are well known in the galaxy for their natural biotic abilities. Each has biotic potential, but not all of them chose to focus on it. Those who do however, often turn out to be strong warriors, becoming "huntresses", some even taking the oath to become justicars, an ancient order that dedicates itself to righting wrongs in Asari space.

WHY PLAY AN ASARI?

Asari are strong on presence and well regarded in the galaxy, which makes them a great starting point for a social character. Their starting skills complement this further. Adding to that, they possess natural biotic potential, where as all other species need to pick up a biotic career to pursue that path. Additionally, they have enough starting experience to branch in nearly all other directions.

If you like playing one of the faces of the party and are enticed by biotic abilities, the asari is a great choice for a flexible character.

Each species brings with it a unique set of advantages and disadvantages, both mechanically, in their unique abilities, but also narratively, based on how that species is perceived throughout different parts of the galaxy.

SPECIES ABILITIES



- **Wound Threshold:** 9+Brawn
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 95
- **Starting Skills:** Asari begin the game with one rank in Discipline, Charm or Knowledge (Social Science). They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Natural Biotics:** Asari gain Biotics as a career skill. When not using a biotic amplifier, Asari add +2 to the damage of their biotic attacks and add $\Delta\Delta$ to the results of any Biotics skill check.
- **Forceful Personality:** Once per session, your character may spend a Story Point as an incidental to double any strain they inflict or any strain they heal during their next skill check (you choose before making the check).



BATARIAN

In the early 2160s, the Alliance began aggressive colonization of worlds in the Skyllian Verge, much to the dismay of the batarians who had been developing the region for several decades. In 2171, the batarians petitioned the Council to declare the Verge a "zone of batarian interest". The Council refused, however, declaring unsettled worlds in the region open to human colonization.

In protest, the batarians closed their Citadel embassy and severed official diplomatic relations with the Council, effectively becoming a rogue state. They instigated a proxy war in the Verge by funneling money and weapons to criminal organizations, urging them to strike at human colonies.

Hostilities peaked with the Skyllian Blitz of 2176, an attack on the human capital of Elysium by batarian-funded pirates and slavers. In 2178, the Alliance retaliated with a crushing assault on the moon of Torfan, long used as a staging base by batarian-backed criminals. In the aftermath, the batarians retreated into their own systems, and are now rarely seen in Citadel space.

WHY PLAY A BATARIAN?

Batarians present a unique challenge to players. The only ones usually seen in the galaxy are the ones not under control and oppression of their government. Many people in the galaxy find it hard to trust them, and a large number of batarians thus chose to live life as pirates, smugglers and mercenaries.

Never the less, they can be crafty tradesmen, both as

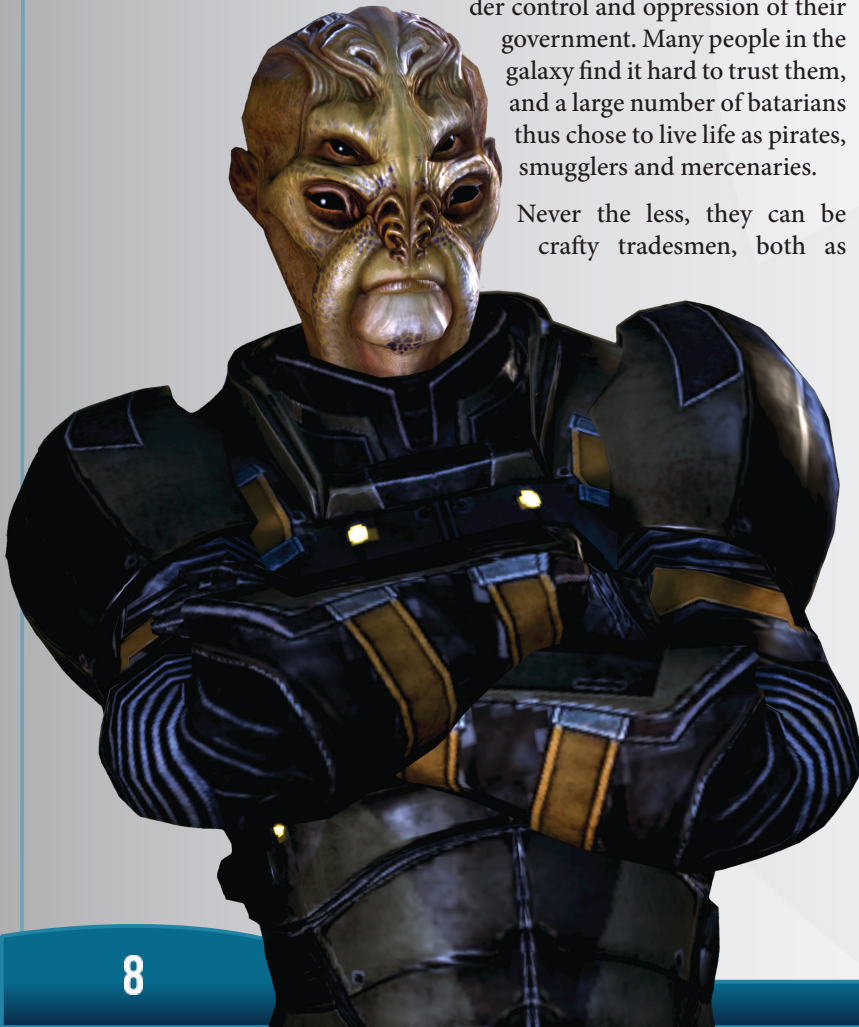
skillful merchants or crew for hire. Those that make a name and good money for themselves often use it to improve their social status.

If you enjoy the challenge of a character that won't fit in everywhere but has the skills to earn his share, a batarian can provide many options interesting and deep roleplay.

SPECIES ABILITIES



- **Wound Threshold:** 11+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 90
- **Starting Skills:** Batarians begin the game with one rank in Coercion, Negotiation, Perception or Streetwise. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **See right through you:** Batarians add ■ to any Charm, Deception or Negotiation check targeting them, unless that check is made by another batarian. Once per session, they may choose to upgrade that skill check instead.



DRELL

Two centuries ago, the hanar helped 375,000 members of the drell race migrate to the hanar homeworld, Kahje, to escape the environmental extermination that had claimed the remaining 11 billion drell.

Nearly all drell demonstrate tremendous loyalty to their famously reclusive saviors. The intimacy of their relationship, expressed in a formal sociopolitical alliance called the Compact, also results in extremely close personal relations in which some drell actually learn hanar Soul names. While most drell reside on Kahje, some assist hanar off-world as envoys, researchers, co-investors, wayfarers, assassins or otherwise, eager to help their saviors. For a century, galactic wisdom has held that behind any high-ranking hanar hides a resourceful and fanatically devoted drell.

The omnivorous, reptilian drell possess an average life span of 85 galactic standard years. Having evolved on an arid planet, drell face serious illness on the hanar homeworld, especially Kepral's Syndrome, a fatal bacterial lung disease.

WHY PLAY A DRELL?

Drell are not a species very commonly seen, which makes them all the more interesting. They have been presented as disciplined and strong willed throughout the series and are often shown to be experts in their respective fields. The Compact they form with the hanar can make for interesting story telling and potential group dynamics, and their eidetic memory can greatly enhance a player's roleplay.

SPECIES ABILITIES



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 95
- **Starting Skills:** Drell begin the game with one rank in Coordination, Perception or Stealth. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Eidetic Memory:** Drell have an eidetic memory

which allows them to vividly recall various previous experiences in their life. Once per session, a drell may commit a scene or encounter to memory. At any time, they may perfectly recall any memory they have formed this way. Should the character's controlling player not remember the specifics, the Game Master should remind them of the relevant facts.

- **Desert Dwellers:** Drell may remove ■ from penalties imposed by hot or dry environments. They add ■ to checks made in high humidity environments.



ELCOR

The elcor are a Citadel species native to the high-gravity world Dekuuna. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a fall can be lethal. This has colored their psychology, making them deliberate and conservative.

Elcor speech is ponderous and monotone. Among themselves, scent, slight movements, and subvocalized infrasound convey shades of meaning that make a human smile seem as subtle as a fireworks display. Since their subtlety can lead to misunderstandings with other species, the elcor often go out of their way to clarify when they are being sarcastic, amused, or angry.

Dekuuna's high gravity impedes mountain formation. Most of the world consists of flat, open plains which prehistoric elcor wandered across in small family bands. Modern elcor still prefer open sky, and become restless and uncomfortable on long starship journeys.

WHY PLAY AN ELCOR?

As one of the more unique species, both physically and in the way they present themselves and communicate, elcor can prove to be an interesting challenge for avid roleplayers.

Similarly, they have an interesting mechanical detriment in their species abilities, however providing a variety of powerful bonuses to compensate for it. As one of the strongest species in the setting, they can make for devastating melee combatants or heavy gunners.

SPECIES ABILITIES



- **Wound Threshold:** 14+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 80
- **Starting Skills:** Elcor begin the game with one rank in Cool, Discipline or Resilience. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Ponderous:** An elcor can never spend more than one maneuver per turn to move.
- **High-Gravity Adaption:** Stemming from a planet with 4g of surface gravity, elcor may remove ■■ imposed by high-gravity environments.
- **Patience and Focus:** Before making a skill check, an elcor may suffer 1 strain and spend a maneuver to upgrade the ability of that skill check once.



HANAR

The hanar are a Citadel species known for excessive politeness. They speak with scrupulous precision, and take offense at improper language. Hanar that expect to deal with other species take special courses to help them unlearn their tendency to take offense at improper speech.

All hanar have two names. The Face Name is known to the world; the Soul Name is kept for use among close friends and relations. Hanar never refer to themselves in the first person in conversation with someone they know on a Face Name basis. To do so is considered egotistical, so instead they refer to themselves as "this one", or the impersonal "it" or "they".

Their homeworld, Kahje, has 90% ocean cover and orbits an energetic white star, resulting in a permanent blanket of clouds. Due to the presence of Prothean ruins on the world, many hanar worship them, and hanar myths often speak of an elder race that civilized them by teaching them language.

WHY PLAY A HANAR?

Much like Elcor, Hanar are a very unique species both in their biology as well as their social constructs and behavior. While this may make them less attractive to some players, others may find them all the more attractive due to their highlighted difference to other species.

While they are not physically strong, they are an excellent starting point for a social character build and offer great advantages in structured encounters due to their two free maneuvers.

SPECIES ABILITIES



- **Wound Threshold:** 8+Brawn
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 75
- **Starting Skills:** Hanar begin the game with one rank in Cool, Charm or Deception. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Amphibious:** Hanar can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Stranded:** While not submerged in water, a Hanar adds ■ to all Brawn-based checks.

- **Additional Limbs:** Hanar gain an additional free maneuver per turn. They may not use this maneuver to move, unless they are submerged in water. They still cannot exceed the limitation of two maneuvers in a turn.
- **Floating:** While not submerged, a Hanar makes use of a levitating device which allows them to hover above the ground, see the Flying sidebar on page 100 of the **GENESYS** Core Rulebook.



HUMAN

Humans, from the planet Earth, are the newest sentient species of notable size to enter the galactic stage and are the most rapidly expanding and developing. They independently discovered a Prothean data cache on Mars in 2148, and the mass relay networks shortly thereafter.

Humans are generally seen to be very intelligent, abnormally ambitious, highly adaptable, individualistic and thus, unpredictable. They have a powerful desire to advance and improve themselves, and do so with such assertion that the normally staid Council races have been taken aback by their restlessness and relentless curiosity.

They have been emulating and assimilating aspects of culture from each other since the dawn of civilization, and the trend continues well into the present day with the growing prevalence of nonhuman civilizations to examine.

WHY PLAY A HUMAN?

Simply put, no other species is as diverse and adjustable as humans. While they have no increased characteristic, they have no lowered one either, and have enough starting experience to improve themselves in any direction without leaving a noticeable weakspot.

They are also often the overlooked underdogs of the galaxy. They've risen to good standing with most other species and set up a surprisingly large amount of colonies in a short manner of time and are dedicated and ambitious in anything they set their mind to.

SPECIES ABILITIES



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 110
- **Starting Skills:** Humans begin the game with one rank in each of two different non-career skills. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- **Ready for Anything:** Once per session as an out-of-turn incidental, you may move one Story Point from the Game Master's pool to the player's pool.



KROGAN

The krogan evolved in a hostile and vicious environment. Until the invention of gunpowder weapons, "eaten by predators" was still the number one cause of krogan fatalities. Afterwards, it was "death by gunshot".

When the salarians discovered them, the krogan were a brutal, primitive species struggling to survive a self-inflicted nuclear winter. The salarians culturally uplifted them, teaching them to use and build modern technology so they could serve as soldiers in the Rachni War.

Liberated from the harsh conditions of their homeworld, the quick-breeding krogan experienced an unprecedented population explosion. They began to colonize nearby worlds, even though these worlds were already inhabited. The Krogan Rebellions lasted nearly a century, only ending when the turians unleashed the genophage, a salarian-developed bioweapon that crushed all krogan resistance.

The genophage makes only one in 1,000 pregnancies viable, and today the krogan are a slowly dying breed. Understandably, the krogan harbor a grudge against all other species, especially the turians.

WHY PLAY A KROGAN?

Krogan are some of the toughest, roughest and most determined people in the galaxy. With their history of constant war, environmental struggles, betrayals and a grim outlook on their own survival, they still press forward without stop, fighting for a better future.

They are strong and vicious and make for powerful combatants, while also able to easily intimidate people.

SPECIES ABILITIES



- **Wound Threshold:** 13+Brawn
- **Strain Threshold:** 8+Willpower
- **Starting Experience:** 80
- **Starting Skills:** Krogans begin the game with one rank in Athletics, Resilience or Survival. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Redundant Organs:** Once per session, your character may spend a Story Point as

an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01".

- **Blood Rage:** After suffering one or more wounds in an encounter, a Krogan increases the damage of their Brawl and Melee attacks by 1 until the end of the encounter. For each Critical Injury sustained in an encounter, they increase the damage of their Brawl and Melee attacks by 2 until the end of the encounter.



QUARIAN

Driven from their home system by the geth nearly three centuries ago, most quarians now live aboard the Migrant Fleet, a flotilla of fifty thousand vessels ranging in size from passenger shuttles to mobile space stations.

Home to 17 million quarians, the flotilla understandably has scarce resources. Because of this, each quarian must go on a rite of passage known as the Pilgrimage when they come of age. They leave the fleet and only return once they have found something of value they can bring back to their people.

Other species tend to look down on the quarians for creating the geth and for the negative impact their fleet has when it enters a system. This has led to many myths and rumors about the quarians, including the belief that underneath their clothes and breathing masks, they are actually cybernetic creatures: a combination of organic and synthetic parts.

WHY PLAY A QUARIAN?

All Quarians are compelled to travel as part of their pilgrimage, which also serves as an important ritual within their society. They are often found to be moving through the galaxy, looking for experiences as well as worthwhile information and components to return to their fleet.

Quarians are excellent at mechanical and electrical engineering, making them a great basis for characters that want to use tech powers. They are also more resistant to environmental conditions, provided they don't suffer a breach in their suits. Lastly, their ability to find solutions to problems in what other people would consider a pile of scrap metal makes them great supporting characters for a party.

SPECIES ABILITIES



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 95
- **Starting Skills:** Quarians begin the game with one rank in Astrocartography, Mechanics or Operating. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **My Suit and Me:** Regardless of the armor or clothing a quarian character buys at the start of the game, it starts with the vacuum sealed attachment (see page 68), which requires no hardpoint and in standard atmosphere has no operation time limit. This attachment cannot be removed. If the character acquires no armor or clothing at the start of the game, they still start with the same narrative effects of that attachment.
- **Fragile Immune System:** If a quarian's suit is ever compromised, they have to make a **Daunting** (♦♦♦♦) **Resilience check** or contract an infection, which lowers their wound and strain thresholds by 2 until the end of the following session.
- **Scavenger's Luck:** Once per encounter during their turn, your character may use this ability and spend a Story Point as an incidental to produce a previously undocumented small item (encumbrance 1 or less) with a rarity no greater than 4 from their belt, pocket, satchel, a nearby pile of materials or any other convenient location—even if there is no logical explanation for the item's presence. This item cannot be a weapon unless the weapon has the Limited Ammo 1 quality.



SALARIAN

The second species to join the Citadel, the salarians are warm-blooded amphibians with a hyperactive metabolism. Salarians think fast, talk fast, and move fast. To salarians, other species seem sluggish and dull-witted. Unfortunately, their metabolic speed leaves them with a relatively short lifespan; salarians over the age of 40 are a rarity.

The salarians were responsible for advancing the development of the primitive krogan species to use as soldiers during the Rachni Wars. They were also behind the creation of the genophage bioweapon the turians used to quell the Krogan Rebellions several centuries later.

Salarians are known for their observational capability and non-linear thinking. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they're letting on.

WHY PLAY A SALARIAN?

Salarians are highly intelligent and inventive. They excel at knowledge disciplines, mechanics and tech powers, though suffer from lower physical strength.

Within a party, they are great for a tech power focused character, who is additionally able to maintain the ship and gear of the party. Additionally, their interesting societal constructs can make for interesting story telling.

SPECIES ABILITIES



- **Wound Threshold:** 9+Brawn
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 100
- **Starting Skills:** Salarians begin the game with one rank in a Knowledge skill of their choice. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Fast Metabolism:** Salarians only require 1 hour of sleep per night. While they still require a full night to benefit from natural recovery of wounds and strain, they may spend this time being awake and doing light activity. Salarians add ■■ to any Resilience check they make to resist poisons and toxins.
- **Outstanding!:** Once per session, your character

may spend a Story Point as an incidental. If they do so, during the next check they make during that turn, you count their ranks in the skill being used as equal to their Intellect.



TURIAN

Roughly 1200 years ago, the turians were invited to join the Citadel Council to fulfill the role of galactic peace-keepers. The turians have the largest fleet in Citadel space, and they make up the single largest portion of the Council's military forces.

As their territory and influence has spread, the turians have come to rely on the salarians for military intelligence and the asari for diplomacy. Despite a somewhat colonial attitude towards the rest of the galaxy, the ruling Hierarchy understands they would lose more than they would gain if the other two races were ever removed.

Turians come from an autocratic society that values discipline and possesses a strong sense of personal and collective honor. There is lingering animosity between turians and humans over the First Contact War of 2157, which is known as the 'Relay 314 Incident' to the turians. Officially, however, the two species are allies and they enjoy civil, if cool, diplomatic relations.

WHY PLAY A TURIAN?

Turians are a species that enters their life in the galaxy with mandatory military experience and strong, trained discipline. They possess combat skills off the bat, the agility to back those up as well as natural weapons in the form of their talons, should their foes ever get too close.

They possess all the skills to make it as a soldier, mercenary, or C-Sec officer and are able to swing the direction an encounter is going, when they find newfound strength within themselves on account of their honor and dedication.

SPECIES ABILITIES



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 9+Willpower
- **Starting Experience:** 85
- **Starting Skills:** Turians begin the game with one rank in a Combat skill of their choice, as well as one rank in Discipline,

Leadership or Knowledge (Warfare). They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.

- **Metallic Carapace:** Turians may remove ■ from penalties imposed by radioactive environments. They add ■ to checks made to resist radiation.
- **Claws:** When making an unarmed combat check, turians add +1 to their base damage and have a Critical rating of 3.
- **Turian Honor:** Once per encounter as an out-of-turn incidental, your character may spend a Story Point to recover strain equal to their ranks in Discipline.



Volus

The volus are a member species of the Citadel with their own embassy, but they are also a client race of the turians. Centuries ago, they were voluntarily absorbed into the Hierarchy, effectively trading their mercantile prowess for turian military protection.

Irune, their homeworld, lies far beyond the normal life zone of its star. However, the world has a high-pressure greenhouse atmosphere that traps enough heat to support an ammonia-based biochemistry. As a result, the volus must wear pressure suits and breathers when dealing with other species as conventional nitrogen/oxygen air mixtures are poisonous to them, and in the low pressure atmospheres tolerable to most species, their flesh will actually split open.

Volus culture is tribal, bartering lands and even people to gain status. This culture of exchange inclines them to economic pursuits. It was the volus who authored the Unified Banking Act, and they continue to monitor and balance the Citadel economy.

Why Play a Volus?

Known across the galaxy as shrewd entrepreneurs, many people underestimate the ingenuity and cunning of the volus. While not physically imposing, they have been known to bring forward great engineers, political revolutionaries and talented biotics.

Mechanically, they start with a free suit of armor that provides good protection and is environmentally sealed (provided they don't suffer a breach). Their skill set makes them less than average as sharpshooters, but provides them good potential for many other career paths.

Species Abilities



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 95
- **Starting Skills:** Volus begin the game with one rank in Cool, Knowledge (Underground) or Negotiation. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Pressure Suit:** Volus naturally live in a high-pressure, ammonia-based, atmosphere and need wear pressure suits to emulate those conditions outside

their homeworld. They start the game with a specialized pressure suit, which counts as armor with indefinite supplies of their natural breathing gas. The suit has +1 soak, 1 defense, encumbrance of 3, 3 hard points, cannot be acquired unless on Irune or another world that features volus craftsmen to create it, and cannot be worn by other species. Volus treat standard planetary air pressure and composition as a corrosive atmosphere with rating 8 (see page 111 of the **GENESYS** Core Rulebook).

- **Environmental Adaption:** Volus may remove ■ imposed by high gravity environments. They also ignore any side effects of ammonia-based atmospheres.



VORCHA

Although they resemble a mammal-reptile cross, the Vorchas have no terrestrial analogue. They are humanoid in form, but Vorchas have "clusters" of non-differentiated neoblast cells, like those of Earth's planarian worms. Damaged Vorchas mature into specialized structures to alleviate injury or stress. Transformations include thicker skin following injury, lung adaptation for barely-breathable atmospheres, and stronger cardio-skeletal muscle under high gravity. Skull capacity and brain size do not change, and Vorchas rarely make more than one somatic overhaul.

Vorchas assault each other frequently, causing their young to gain strength, intelligence, and resilience. As a result, Vorchas see inflicting and receiving pain as normal communication. Few Vorchas study professions, in part because their average life expectancy is only 20 years. Because Vorchas can eat and breathe nearly anything, they can live almost anywhere, but racism prevents them from integrating into most societies that dismiss them as vermin. They have few employment options beyond Krogan mercenary bands.

WHY PLAY A VORCHA?

Vicious, angry, short-lived and often stepped upon, Vorchas are unpopular in the galaxy and mistreated by most other sentient species. And yet, some of their kind have proven to be skilled workers and even exemplary soldiers,

when trained in a respectful environment and not exposed to violence from a young age.

Their environmental adaptability is next to none; other, they are agile and strong for their build. Some are even known to develop high biotic potential which pairs well with their high energy reserves and toughness. Vorchas are sure to be a challenge to a player, but maybe those at the ones that can change their image in the galaxy.

SPECIES ABILITIES



- **Wound Threshold:** 12+Brawn
- **Strain Threshold:** 9+Willpower
- **Starting Experience:** 100
- **Starting Skills:** Vorchas begin the game with one rank in Survival, Resilience or Coercion. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Regeneration:** Whenever Vorchas heal wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving first aid or medical treatment. Vorchas can also regrow lost limb, though it usually takes at least a month before the limb is usable.
- **Claws:** When making an unarmed combat check, Vorchas add +1 to their base damage and have a Critical rating of 3.
- **Culture of Violence:** Vorchas add to ■■ any Knowledge skill check they make.
- **Rapid Adaption:** When exposed to an adverse environment, Vorchas may suffer 2 strain to remove ■ imposed by that environment. In doing so, they lose any previous benefit gained by this feature.
- **Fearsome:** Vorchas add ■ to Charm, Deception, Leadership, and Negotiation checks they make, but they add ■ to Coercion checks they make. This does not apply when interacting with other Vorchas.



PROTHEAN

The prothean species has been officially extinct in the milky way for 50,000 years. Please talk to your GM before choosing this species if they are in accord about featuring a prothean character in the story.

Fifty thousand years ago, the protheans were the only spacefaring species in the galaxy. They vanished in a swift 'galactic extinction'. Only the legacy of their empire remains. They are believed to have built the mass relays and the Citadel, which have allowed numerous species to explore and expand throughout the galaxy.

Prothean ruins are found on worlds across the galaxy. While surprisingly intact for their age, functioning examples of prothean paleotechnology are rare. Time and generations of looters have picked their dead cities and derelict stations clean.

Some believe the protheans meddled in the evolution of younger races. The hanar homeworld of Kahje, for example, shows clear evidence of former prothean occupation. The presence of a former prothean observation post on Mars has caused a rebirth of 'interventionary evolutionists' among humans. These individuals believe the god-myths of ancient civilizations are misremembered encounters with aliens.

WHY PLAY A PROTHEAN?

The prothean empire once spanned the entire galaxy, something any member of their species would be immensely proud. 50,000 years later however, not much of their legacy remains except some ruins.

As a prothean character the character brings with them the skills and powers of a forgotten age, though they are also entirely out of sync with the galaxy as it is now, making for interesting roleplay and story development.

SPECIES ABILITIES



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 11+Willpower
- **Starting Experience:** 80
- **Starting Skills:** Protheans begin the game with one rank in Discipline or Perception. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.

- **Dark Vision:** When making skill checks, protheans remove up to ■■ imposed by darkness or concealment (but not defense).
- **Psychometry:** As an action, your character may touch an object or creature to gain information about it. When touching an object, make an **Easy (◆) Discipline check**. If the check succeeds, you learn the object's purpose and abilities. ▲▲▲ or ☉ may be spent to know who created it or to learn about the previous creatures that touched it. When touching a creature, make an **opposed Discipline vs Discipline check**. If the check succeeds you can learn its emotional state and current thoughts. ▲▲▲ or ☉ may be spent to discover other thoughts or memories. All information gained this way is subject to your GM's discretion.



ARTIFICIAL INTELLIGENCE

AI is banned throughout the entire galaxy with only very few companies being permitted to do limited research on it. Given the large target it can paint on a party, please consult your GM before choosing to play an AI.

An artificial intelligence is a self-aware computing system capable of learning and independent decision making. Creation of conscious AI requires adaptive code, a slow, expensive education, and a specialized quantum computer called a "blue box".

An AI cannot be transmitted across a communication channel or computer network. Without its blue box, an AI is no more than data files. Loading these files into a new blue box will create a new personality, as variations in the quantum hardware and runtime results create unpredictable variations.

The geth serve as a cautionary tale against the dangers of rogue AI, and in Citadel Space they are technically illegal. Advocacy groups argue however that an AI is a living, conscious entity deserving the same rights as organics. They claim that continued use of the term "artificial" is institutionalized racism on the part of organic life and advocate "synthetic" as the politically correct alternative.

WHY PLAY AN ARTIFICIAL INTELLIGENCE?

Being a synthetic existence comes with many benefits such as being immune to poisons, diseases, hard vacuum and never needing sleep. Adding to that, an AI character is the most customizable archetype due to the low base characteristics and high starting experience.

They can be tuned into an expert in the field they were designed for and can thus represent anything from a Geth platform to make contact with organics, over a ship-board intelligence to an independently operating infiltration unit.

SPECIES ABILITIES



- **Wound Threshold:** 10+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 200
- **Starting Skills:** AI begin the game with two ranks in each of two different skills. They obtain these ranks before spending experience points, and these skills may not be increased higher than rank 2 during character creation.

- **Artificial:** AI constructs do not need to eat, sleep, or breathe and are unaffected by toxins and poisons. The first six cybernetics they receive do not reduce their strain threshold (the cybernetics can represent upgraded mechanical components instead of true cybernetics).
- **Inorganic:** AI constructs do not gain the benefits of recovering wounds with medigel or a Medicine check. They can recover wounds and strain naturally by resting, as their systems attempt self-repairs. AI chassis can also be "healed" by using the Mechanics skill instead of the Medicine skill, but otherwise following the guidelines for medical care (see page 116 of the **GENESYS** Core Rulebook).
- **Lack of Biotics:** AI cannot become biotic or acquire a biotic skill rank by any means. They cannot use biotic powers, but they can be affected by them.
- **Operating at Full Capacity:** Once per encounter during their turn, your character may use this ability and spend a Story Point as an incidental to reduce one of their characteristics by 1 (to a minimum of 1) and increase another characteristic by 1 (to a maximum of 5) until the end of the encounter.

MOBILE PLATFORM

As an AI's "personality" is defined by the blue box in which they reside, they are not limited to humanoid bodies, or possessing bodies at all. While an AI may be housed within a ship, you should still consider a mobile platform in order to interact with the party and the environment.

The most common examples of these are of course Geth platforms (up to the large Geth Prime units), the synthetic body EDI and Eva Coré use, or a drone chassis. At your GM's discretion, these chassis may provide additional benefits to your character, such as a lower or higher silhouette, the ability to hover, or built-in tools, and may modify your starting XP.

STEP 3: CHOOSE A CAREER

Within the Mass Effect setting, characters make use of careers to determine their basic skillset. These careers replace the ones found in the, but otherwise function the same way. While they determine what your character does, they are designed to be flexible and are deliberately vague.

There are a total of 11 careers: **Adept, Doctor, Engineer, Explorer, Investigator, Leader, Pilot, Scoundrel, Socialite, Soldier** and **Tradesperson**. Each of them offers a different set of skills which you should match to the kind of character you want to play. They are designed to be flexible however, so not every combat character should feel obligated to play a Soldier, and not every social-focused character should need to be a Socialite.

CAREER'S IN PLAY

At the core, a career defines what a character does, but they are still flexible, much like the character's species and their specific backgrounds are open to your own definition.

A soldier can be anything from a military veteran, over a private security contractor to a bodyguard or tribal warrior. Similarly, a Doctor could be proficient in all manner of scientific fields, not just medicine. While the careers provide a skillset, they are not an exclusive label of who your character has to be.

USEFUL TALENTS FOR CAREERS

GENESYS' character creation allows you to give your character any talents you chose. However, each career in **MASS EFFECT** includes a sidebar with suggestions for talents that may be particularly appropriate or useful.

BUT NONE OF THOSE CAREERS FIT ME!

The careers shown in this chapter are designed to be flexible and offer a wide variety of options, and should work to create most player characters. However, you may have an idea that does not fit any of these careers exactly.

Luckily, careers are very flexible within Genesys. Talk to your GM and work with them to make your own career. Simply choose eight skills to be career skills for your character, and write up a short description explaining what your new career is all about.

Keep in mind however, that careers should feature a wide spread of skills and a diverse set. This is not solely a decision for game balance, but also to make sure that your character is not too one sided and can participate in the various challenges the game offers.

ADEPT

The Adept is someone trained in the use of their Biotic abilities. Their talents, and the stigma associated with them often push them towards working for law enforcement or military, but many also defy the odds to become free travelers, explorers or mercenaries. Their skillset beyond biotics focuses on the understanding of biology, their agility and (usually) low weight equipment and a certain mental fortitude.

An Adept counts the following skills as career skills: **Biotics, Charm, Coordination, Discipline, Knowledge (LifeSci), Medicine, Resilience, and Stealth.** Before spending experience during character creation, an Adept may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have an Adept character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- A Solaris biotic amp *or* an Actuar biotic amp
- Durable clothing, an emergency medkit and 2 medi-gel *or* light armor
- A combat knife
- 1d100 Credits

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Doctor characters.

- **Tier 1:** Academic (page 31).
- **Tier 1:** Proper Upbringing (**GENESYS** Core Rulebook, page 74).
- **Tier 1:** Surgeon (**GENESYS** Core Rulebook, page 74).
- **Tier 2:** Probing Question (page 35).
- **Tier 2:** Counteroffer (**GENESYS** Core Rulebook, page 75).
- **Tier 3:** Applied Research (page 36).

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Adept characters.

- **Tier 1:** Academic (page 31).
- **Tier 1:** Military Training (page 33).
- **Tier 1:** Second Wind (**GENESYS** Core Rulebook, page 74).
- **Tier 2:** Combat Medicine (page 34).
- **Tier 2:** Easy Prey (page 34).
- **Tier 3:** Dodge (**GENESYS** Core Rulebook, page 78).

DOCTOR

Doctors are studied experts in their field, and while the term refers to anyone with a degree in a scientific study, the term is most often used to refer to medical professionals. This career can represent both options, but is leaning more towards the latter, functioning as a healer and expert on biology. Their array of skills does however also feature other sciences and the groundwork to specialize in Tech abilities

A Doctor counts the following skills as career skills: **Computers, Discipline, Knowledge (LifeSci), Knowledge (PhysSci), Medicine, Melee, Negotiation, and Tech.** Before spending experience during character creation, a Doctor may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Doctor character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool and a doctor’s bag *or* a Chameleon omni-tool and an emergency medkit
- A carry bag
- A baton
- 2 medi-gel
- 50 + 1d100 credits

ENGINEER

Engineers are specialists in matters of technology. They can construct and repair machines, program computers, and those in military service are often trained to use Tech abilities to support their comrades or target foes. Beyond that, they are often known for their levelheadedness and attention to detail, making them a great addition to any party.

An Engineer counts the following skills as career skills: **Coordination**, **Computers**, **Cool**, **Knowledge (PhysSci)**, **Mechanics**, **Perception**, **Piloting**, and **Tech**. Before spending experience during character creation, an Engineer may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have an Engineer character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A Cipher omni-tool or a Polaris omni-tool
- A portable toolkit and 2 emergency repair patches
- A datapad
- Durable clothing and a utility belt
- 150 + 1d100 credits

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Engineer characters.

- **Tier 1:** Customized Omni-tool (page 31).
- **Tier 1:** Knack for It (**GENESYS** Core Rulebook, page 73).
- **Tier 1:** Resourceful Mechanic (page 33).
- **Tier 2:** Eye for Detail (page 35).
- **Tier 2:** Quick Fix (page 35).
- **Tier 3:** Distinctive Style (**GENESYS** Core Rulebook, page 78).

EXPLORER

Charting the course in the unknown, braving the dangers of new worlds, establishing colonies and exploring the ruins of lost civilisations, are all things that excite the Explorer to venture out. Their skillset not only allows them to brave the perils of the wild but also take it up with dangerous animals, astronomical phenomena and the “jungles” of a metropolis (though it may not be their preferred terrain).

An Explorer counts the following skills as career skills: **Astrocartography**, **Athletics**, **Deception**, **Driving**, **Perception**, **Ranged (Heavy)**, **Stealth**, and **Survival**. Before spending experience during character creation, an Explorer may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have an Explorer character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- An outlaw marksman rifle
- Cargo clothing and a carry bag
- A survival kit
- 1d100 credits

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Explorer characters.

- **Tier 1:** Brace (page 31).
- **Tier 1:** Forager (**GENESYS** Core Rulebook, page 73).
- **Tier 1:** Rapid Reaction (**GENESYS** Core Rulebook, page 74).
- **Tier 2:** Concussive Shot (page 34).
- **Tier 2:** Heightened Awareness (**GENESYS** Core Rulebook, page 76).
- **Tier 3:** Nimble (page 37).

INVESTIGATOR

They work for law enforcement, in the employ of their government, as a private detective, or in service to a powerful information broker; gathering intel, piecing together clues and solving mysteries. Investigators track down criminal scum and make them talk, or they join their ranks, using their extensive knowledge of the underworld and back alleys to personal gain.

An Investigator counts the following skills as career skills: **Coercion**, **Knowledge (Society)**, **Knowledge (Underground)**, **Perception**, **Ranged (Light)**, **Skulduggery**, **Streetwise**, and **Vigilance**. Before spending experience during character creation, an Investigator may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have an Investigator character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- Durable clothing and a light pistol
- A forensic kit *or* the advanced scanner omni-tool software
- An encrypted personal radio, 2 medi-gel and handcuffs
- 1d100 credits

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Leader characters.

- **Tier 1:** Grit (**GENESYS** Core Rulebook, page 73).
- **Tier 1:** Military Training (page 33).
- **Tier 1:** Respected (page 34).
- **Tier 2:** Coordinated Assault (**GENESYS** Core Rulebook, page 75).
- **Tier 2:** Inspiring Rhetoric (**GENESYS** Core Rulebook, page 76).
- **Tier 3:** Suppressing Fire (page 37).

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Investigator characters.

- **Tier 1:** Bought Info (**GENESYS** Core Rulebook, page 72).
- **Tier 1:** Quick Draw (**GENESYS** Core Rulebook, page 73).
- **Tier 1:** Walked the Beat (page 34).
- **Tier 2:** Bad Cop (page 34).
- **Tier 2:** Two-Haned Stance (page 36).
- **Tier 3:** Forgot to Count? (**GENESYS** Core Rulebook, page 78).

LEADER

Charismatic individuals with the talents to inspire and direct their fellows, Leaders have a knack for taking charge and overseeing a situation. If they stem from a military background, they are often trained further to expand their skills into finding compromises, possess tactical expertise and even take command of warships. Those Leaders that grew into their roles in other ways may still find themselves adept in these skills having acquired them through years of experience.

A Leader counts the following skills as career skills: **Cool**, **Discipline**, **Leadership**, **Knowledge (Warfare)**, **Negotiation**, **Operating**, **Ranged (Light)**, and **Survival**. Before spending experience during character creation, a Leader may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Leader character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- A light pistol and a combat knife *or* a heavy pistol
- Durable clothing and load bearing gear
- 2 medi-gel *or* 2 spare thermal clips *or* 1 medi-gel and 1 spare thermal clip
- A field radio *or* disruptor ammunition
- 1d100 credits

Pilot

Whether piloting small fighter craft, helming large warships, hauling cargo in heavy freighters, or working to make a name in the racing business, all Pilots feel truly at home behind the controls of their vessels. Expertly, they navigate through nebulae, engage in ship to ship combat and then patch up their vessels afterwards. And in a galaxy of wide spread travel and shipping, there is always work for a good pilot.

A Pilot counts the following skills as career skills: **Astrocartography**, **Coordination**, **Gunnery**, **Mechanics**, **Operating**, **Piloting**, **Ranged (Light)**, and **Vigilance**. Before spending experience during character creation, an Pilot may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have an Pilot character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- A heavy pistol *or* an envirosuit
- 2 emergency repair patches
- An adrenaline shot and a stun baton *or* a light pistol
- Durable clothing and a carry bag
- 1d100 credits

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Scoundrel characters.

- **Tier 1:** Call ‘Em (page 31).
- **Tier 1:** Hard Knock Life (page 31).
- **Tier 1:** Unremarkable (**GENESYS** Core Rulebook, page 75).
- **Tier 2:** Hard Headed (page 35).
- **Tier 2:** Lucky Strike (**GENESYS** Core Rulebook, page 76).
- **Tier 3:** You Owe Me One (page 38).

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Pilot characters.

- **Tier 1:** Dockyard Worker (page 31).
- **Tier 1:** Hand on the Throttle (page 31).
- **Tier 1:** Let’s Ride (**GENESYS** Core Rulebook, page 74).
- **Tier 2:** Daring Aviator (**GENESYS** Core Rulebook, page 75).
- **Tier 2:** Quick Fix (page 35).
- **Tier 3:** Full Throttle (**GENESYS** Core Rulebook, page 78).

Scoundrel

The milky way is a place of business, and surprisingly large amounts of it are, at best, of questionable legality. The Scoundrel has learned early that to survive they need to be willing to cheat, sneak, steal, and always look out for themselves first when it comes to making deals. Their palette of social abilities is wide spread, and they know how to find and interact with the right kind of people.

A Scoundrel counts the following skills as career skills: **Charm**, **Cool**, **Deception**, **Knowledge (Underground)**, **Ranged (Light)**, **Skulduggery**, **Stealth**, and **Streetwise**. Before spending experience during character creation, a Scoundrel may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Scoundrel character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- A combat knife *or* 2 brass knuckles
- An outlaw submachine gun and 2 riotfoam grenades
- A lockpick set
- 2 medi-gel and 2 doses of Videlicit
- 1d100 credits

SOCIALITE

Whether a child of rich house, a diplomat, merchant or merely a good-natured bartender who gets along with everyone, the Socialite is at ease in any social interaction. They are able to charm, motivate and lead people just as easily as they can spin them tales or haggle them about the price of wares, and when they do, its most often to their own benefit or that of their party and people.

A Socialite counts the following skills as career skills: **Charm, Cool, Deception, Knowledge (Society), Leadership, Melee, Negotiation, and Streetwise.** Before spending experience during character creation, a Socialite may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Socialite character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- Diplomats attire and a cultural etiquette manual *or* durable clothing and a mercantile datapad
- A combat knife or a stun baton
- 2 doses of Videlicit or 2 doses of Creeper
- A datapad and an encrypted personal radio
- 250 + 1d100 credits

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Soldier characters.

- **Tier 1:** Military Training (page 33).
- **Tier 1:** Quick Draw (**GENESYS** Core Rulebook, page 74).
- **Tier 1:** Toughened (**GENESYS** Core Rulebook, page 75).
- **Tier 2:** Big Guns (page 34).
- **Tier 2:** Tactical Focus (page 36).
- **Tier 3:** Grenadier (**GENESYS** Core Rulebook, page 78).

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Socialite characters.

- **Tier 1:** Clever Retort (**GENESYS** Core Rulebook, page 73).
- **Tier 1:** Diplomatic Service (page 31).
- **Tier 1:** Proper Upbringing (**GENESYS** Core Rulebook, page 74).
- **Tier 2:** Good Cop (page 35).
- **Tier 2:** Inspiring Rhetoric (**GENESYS** Core Rulebook, page 76).
- **Tier 3:** Laugh It Off (page 37).

SOLDIER

Soldiers are warriors through and through. Whether they are private militia, mercenaries for hire, or enlisted in the military of their species, they are at home on the battlefield. They strike hard, fast and precise, making use of their tactical expertise, their training in various combat techniques, and always keeping their attention and iron will under pressure.

A Soldier counts the following skills as career skills: **Athletics, Brawl, Coercion, Discipline, Gunnery, Knowledge (Warfare), Ranged (Heavy), and Vigilance.** Before spending experience during character creation, a Soldier may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Soldier character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- Light armor and a heavy pistol *or* an outlaw assault rifle and 2 brass knuckles and a flashbang grenade
- Cargo clothing *or* load bearing gear
- 2 medigel *or* 1 numbcaine *or* 1 adrenaline shot
- A spare thermal clip
- 1d100 credits

TRADESPERSON

A catchall term for anyone trained in a variety of jobs that focus on manual labor. From mechanics, over dockworkers, to asteroid miners, a Tradesperson is trained well in the skills that make up their job profile and a professional in their field, and is usually approachable and chatty about business or the latest rumors among the common people.

A Tradesperson counts the following skills as career skills: **Athletics**, **Driving**, **Mechanics**, **Melee**, **Negotiation**, **Operating**, **Resilience**, and **Streetwise**. Before spending experience during character creation, a Tradesperson may choose four of their career skills and gain one rank in each of them.

Starting Gear: If you have a Tradesperson character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A basic omni-tool
- An envirosuit *or* a large hammer
- A portable toolkit *or* 2 emergency repair patches and a baton
- 2 medi-gel and a breath mask and respirator
- Cargo clothing *or* durable clothing and a carry bag
- 1d100 credits

USEFUL TALENTS

Here are a few suggestions for talents that may be especially appropriate for “typical” Tradesperson characters.

- **Tier 1:** Know Somebody (**GENESYS** Core Rulebook, page 74).
- **Tier 1:** Redundant Systems (page 33).
- **Tier 1:** Scavenger (page 34).
- **Tier 2:** Eye for Detail (page 35).
- **Tier 2:** Inventor (**GENESYS** Core Rulebook, page 76).
- **Tier 3:** Jury Rig (page 37).

New Skills

This section outlines all skills in use in the Mass Effect setting as shown in **Table 1-1: Skills for the Mass Effect Setting**. You will also find introductions and use-case examples for all newly added skills here.

Knowledge Skills

The following skills replace the default Knowledge skills presented in the **GENESYS** Core Rulebook.

LifeSci (Intellect)

Life Science is the general term encompassing Anatomy, Botany, Organic Chemistry, Zoology, and more. This skill is used for any investigation and knowledge of other species in the galaxy, their internal functions, their environments, and the unique traits about their biology.

Your Character Should Use This Skill If...

- Your character wants to identify an animal or plant and determine if its dangerous or docile, or edible or poisonous.
- Your character needs to determine if the atmosphere of a planet can support life.
- Your character wants to find a theoretical cure for the genophage. Creating and applying this cure however would be done via the Medicine skill.
- Your character is trying to clone a kakkiosaur from a fossil.

Your Character Should Not Use This Skill If...

- Your character wants to heal someones injury. Your character may use Knowledge (LifeSci) to assess their condition, but they need to use Medicine to cure it.
- Your character wants to tame a wild animal such as a Varren. This would require Survival.
- Your character wants to politely interact with another sentient species' delegation. Information about their culture and customs would be handled by Knowledge (Society), and making a good impression requires Charm.

TABLE 1-1: SKILLS FOR THE MASS EFFECT SETTING

SKILL	CHAR	TYPE	SOURCE
Astrocartography	Intellect	General	Core Rulebook (page 57)
Athletics	Brawn	General	Core Rulebook (page 58)
Biotics	Willpower	Power	MASS EFFECT
Brawl	Brawn	Combat	Core Rulebook (page 67)
Charm	Presence	Social	Core Rulebook (page 54)
Coercion	Willpower	Social	Core Rulebook (page 55)
Computers	Intellect	General	Core Rulebook (page 58)
Cool	Presence	General	Core Rulebook (page 59)
Coordination	Agility	General	Core Rulebook (page 59)
Deception	Cunning	Social	Core Rulebook (page 56)
Discipline	Willpower	General	Core Rulebook (page 60)
Driving	Agility	General	Core Rulebook (page 60)
Gunnery	Agility	Combat	Core Rulebook (page 69)
Knowledge(LifeSci)	Intellect	Knowledge	MASS EFFECT
Knowledge(PhysSci)	Intellect	Knowledge	MASS EFFECT
Knowledge(Society)	Intellect	Knowledge	MASS EFFECT
Knowledge(Underground)	Intellect	Knowledge	MASS EFFECT
Knowledge(Warfare)	Intellect	Knowledge	MASS EFFECT
Leadership	Presence	Social	Core Rulebook (page 56)
Mechanics	Intellect	General	Core Rulebook (page 60)
Medicine	Intellect	General	Core Rulebook (page 61)
Melee	Brawn	Combat	Core Rulebook (page 67)
Negotiation	Presence	Social	Core Rulebook (page 56)
Operating	Intellect	General	Core Rulebook (page 62)
Perception	Cunning	General	Core Rulebook (page 62)
Piloting	Agility	General	Core Rulebook (page 62)
Ranged (Heavy)	Agility	Combat	Core Rulebook (page 69)
Ranged (Light)	Agility	Combat	Core Rulebook (page 68)
Resilience	Brawn	General	Core Rulebook (page 63)
Skulduggery	Cunning	General	Core Rulebook (page 64)
Stealth	Agility	General	Core Rulebook (page 64)
Streetwise	Cunning	General	Core Rulebook (page 65)
Survival	Cunning	General	Core Rulebook (page 65)
Tech	Intellect	Power	MASS EFFECT
Vigilance	Willpower	General	Core Rulebook (page 65)

PhysSci (Intellect)

Physical Science includes disciplines such as Astronomy, Chemistry, Material Sciences, theoretical and applied Physics. This also includes the effects of Element Zero, its generated mass effect fields, their applications and anomalies.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to analyze an asteroid for valuable minerals and materials
- Your character wants calculate a moving object's trajectory, factoring in applied mass effect fields.
- Your character wants to design a new kind of starship plating. Manufacturing it would be Mechanics however.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character is analyzing a planet's plantlife. That is Knowledge (LifeSci).
- Your character needs to construct an improvised explosive or rig a ship's reactor to blow. Those things would be covered by Mechanics or Computers.
- Your character wants to steer a starship along a trajectory. Depending on the size of the craft, they should use Piloting or Operating.

Society (Intellect)

Between the various sapient species of the galaxy, cultures have developed in various directions, and navigating each of their customs, titles and respectful addresses is covered by this skill. It also includes a variety of social studies such as economic theory, law and sociology as well as galactic history.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to know about the inner workings of the Salarian Union.
- Your character needs to draft a legal document regarding colonization zones for the Krogan.
- Your character is analyzing and translating a Prothean relic.
- Your character wants to understand the cultural significance in Hanar poetry.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character needs to know about the people in charge on Omega and around the Terminus systems. That would be Knowledge (Underground).

- Your character wants to impress a delegation of Elcor with their wit and poetic skill. They should be using Charm.
- Your character is trying to sell a rusty old starship to an unsuspecting client. Negotiation and Deception would cover the actual sales, though Knowledge (Society) can help drafting a contract.

Underground (Intellect)

Even a civilized galaxy has its fair share of dark corners, or in the case of the milky way: Most of the Terminus Systems. This skill represents knowledge of the various forces acting there, of competing mercenary crews, and the current "regent" of Omega. Knowledge (Underground) however also includes clandestine and espionage topics like undercover government operations, STG blacksites, and Spectre interventions.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to find the local black market and browse its wares.
- Your character is an STG agent gathering information for an upcoming mission.
- Your character needs to establish contact with the Shadow Broker or another info-merchant.
- Your character wants to look for mercenary contracts that are not entirely legal but pay well.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character is looking for public information on the Asari government. That would require Knowledge (Society).
- Your character wants to determine the structural stability of an underground tunnel network. They should use Knowledge (PhysSci).
- Your character needs to chat to a barkeep about some juicy rumors. Streetwise would be a more appropriate skill to use.

Warfare (Intellect)

Tactics and strategy are covered by this skill, as is general knowledge of military terms, ship silhouettes, weapon technology and other key things taught at the various military academies around the galaxy, or learned the hard way on the battlefield.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character needs to estimate an attacking force's troop-strength and approach, in order to plan an ambush.

- Your character wants to analyze an enemy base for key structures such as ammunition depot, shield generator or comms array.
- Your character is trying to identify a weapon on a person or starship to assess their chances in a combat encounter. Perception may indicate the presence and size of the weapon, but Knowledge (Warfare) can provide details on speed and stopping power.
- Your character needs to remember the tactics and outcome of a historic battle, such as those in the First Contact War.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character is assessing the state of a warship. Knowledge (PhysSci) and Mechanics are more appropriate skills to use then.
- Your character needs to find out how another person was killed. Knowledge (LifeSci) and Perception should be used instead to identify a murder weapon and method.
- Your character wants to construct or repair a weapon. They should be using Mechanics instead.

POWER SKILLS

While the Mass Effect setting features no true magic, biotics and tech powers work based on the magic rules found on page 210 of the **GENESYS** Core Rulebook. As such, Biotics and Tech are considered “power” skills and follow the same rules and restrictions as magic skills.

For more info on Biotic and Tech powers, see page 86.

BIOTICS (WILLPOWER)

The Biotics skill represents your character’s ability to manipulate mass effect fields, using trace amounts of Element Zero in their nervous system. They can use these fields to manifest telekinetic abilities, create biotic barriers, dominate the minds of the weak willed or tear enemy armor asunder.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to create a singularity that lifts people in the air.
- Your character needs to create a biotic barrier to contain an explosion.
- Your character is trying to break open a door with telekinetic force.
- Your character wants to wrap someone in a stasis field to immobilize them.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character uses their omni-tool to shoot flaming projectiles at foes. They would be using Tech for that.
- Your character wants to heal an ally. Medicine is used to address wounds.
- Your character tries to recover strain from exhausting themselves with their biotic abilities. Cool or Discipline are integral to a biotic’s performance.

TECH (INTELLECT)

Tech powers are the use of hacking, drones, and the omni-tool’s fabricator unit to target foes with a variety of attacks such as fireballs and electric shocks. Tech users can also create barriers, drones and supply pylons and can boost their allies shields or weaken those of their targets. The Tech skill represents the character’s control over these abilities.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to overload an enemies kinetic barriers.
- Your character is attempting to cloak themselves and their allies with a stealth matrix.
- Your character needs to quickly create some cover to hide behind.
- Your character wants to freeze a target with a cryogenic attack.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to form a biotic bubble. They need to use Biotics for that.
- Your character is constructing a persistent combat mech. They’d be using Mechanics in that case.
- Your character attempts to hack an omni-tool or datapad to access personal information. Those kinds of intrusions are done with Computers.

NEW TALENTS

This section introduces new talents specific to the Mass Effect setting. A full list of all talents available is found in **Table 1-2: Talents for the Mass Effect Setting**, additional info on existing talents can be found in the **GENESYS** Core Rulebook.

TIER 1

ACADEMIC

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains two Knowledge skills (of your choice) as career skills. In addition, once per session, your character may collect a small favor from a member of an institute of higher learning, even if they do not owe your character a favor.

BRACE

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Once per round, your character may use this talent to remove a number of ■ equal to their ranks in Brace from a skill check. They may only remove ■ imposed by environmental conditions such as weather, unstable surfaces, high or low gravity.

CALL 'EM

Tier: 1

Activation: Passive

Ranked: No

Your character does not add ■ to a combat check when using the Aim maneuver (see page 98 of the **GENESYS** Core Rulebook).

CUSTOMIZED OMNI-TOOL

Tier: 1

Activation: Passive

Ranked: Yes

When your character selects this talent, they choose one omni-tool that they own. This omni-tool increases its amount of slots by 1 per rank of Customized Omni-tool. If your character loses their affected omni-tool, they may chose a new one to be affected by this talent.

DIPLOMATIC SERVICE

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Charm

or Knowledge (Society) as a career skill. In addition, once per session, your character may collect a small favor from a single government they have worked for, even if they do not owe your character a favor.

DOCKYARD WORKER

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Athletics, Mechanics or Operating as a career skill. In addition, once per session, your character may collect a small favor from someone working in docks or on a freighter, even if they do not owe your character a favor.

EMERGENT BIOTIC

Tier: 1

Activation: Passive

Ranked: No

You may only select this talent at character creation unless at the approval of your GM. When you take this talent, your character gains Biotics as a career skill.

HAND ON THE TROTTLE

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round, while driving or piloting a vehicle, your character may use this talent to increase or decrease its speed by 1, to a minimum of 0 or a maximum of the vehicle's max speed.

HARD KNOCK LIFE

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Brawl, Coercion or Skulduggery as a career skill. In addition, once per session, your character may collect a small favor from a group of petty criminals, even if they do not owe your character a favor.

KNOCKOUT PUNCH

Tier: 1

Activation: Passive

Ranked: No

Your character adds the Stun quality to their Brawl combat checks, with a rating equal to two plus your character's ranks in Coordination (this does not stack with other instances of the Stun quality).

TABLE 1-2: TALENTS FOR THE MASS EFFECT SETTING

TALENT	RANKED	SOURCE
TIER 1		
Academic	No	Page 31
Bought Info	No	Core Rulebook (page 72)
Brace	Yes	Page 31
Call 'em	No	Page 31
Clever Retort	No	Core Rulebook (page 73)
Customized Omni-tool	Yes	Page 31
Defensive Sysops	No	Core Rulebook (page 73)
Desperate Recovery	No	Core Rulebook (page 73)
Diplomatic Service	No	Page 31
Dockyard Worker	No	Page 31
Duelist	No	Core Rulebook (page 73)
Durable	Yes	Core Rulebook (page 73)
Emergent Biotic	No	Page 31
Forager	Yes	Core Rulebook (page 73)
Grit	Yes	Core Rulebook (page 73)
Hamstring Shot	No	Core Rulebook (page 73)
Hand on the Throttle	No	Page 31
Hard Knock Life	No	Page 31
Jump Up	No	Core Rulebook (page 73)
Knack for It	Yes	Core Rulebook (page 73)
Knockout Punch	No	Page 31
Know Somebody	Yes	Core Rulebook (page 74)
Let's Ride	No	Core Rulebook (page 74)
Military Training	No	Page 33
Painful Blow	No	Page 33
Parry	Yes	Core Rulebook (page 74)
Proper Upbringing	Yes	Core Rulebook (page 74)
Quick Draw	No	Core Rulebook (page 74)
Quick Strike	Yes	Core Rulebook (page 74)
Rapid Reaction	Yes	Core Rulebook (page 74)
Redundant Systems	No	Page 33
Resourceful Mechanic	Yes	Page 33
Respected	Yes	Page 34
Scavenger	Yes	Page 34
Second Wind	Yes	Core Rulebook (page 74)
Street Fighter	No	Page 34
Surgeon	Yes	Core Rulebook (page 74)
Swift	No	Core Rulebook (page 75)
Toughened	Yes	Core Rulebook (page 75)
Unremarkable	No	Core Rulebook (page 75)
Walked the Beat	No	Page 34

TALENT	RANKED	SOURCE
TIER 2		
Bad Cop	Yes	Page 34
Big Guns	No	Page 34
Combat Medicine	Yes	Page 34
Concussive Shot	No	Page 34
Coordinated Assault	Yes	Core Rulebook (page 75)
Counteroffer	No	Core Rulebook (page 75)
Daring Aviator	Yes	Core Rulebook (page 75)
Defensive Stance	Yes	Core Rulebook (page 75)
Defensive Sysops (Improved)	No	Core Rulebook (page 76)
Determined Driver	No	Page 34
Dual Wielder	No	Core Rulebook (page 76)
Easy Prey	No	Page 34
Eye for Detail	Yes	Page 35
Good Cop	Yes	Page 35
Grapple	No	Page 35
Hard Headed	Yes	Page 35
Haughty Demeanor	No	Page 35
Heightened Awareness	No	Core Rulebook (page 76)
I have a Permit	Yes	Page 35
Inspiring Rhetoric	No	Core Rulebook (page 76)
Inventor	Yes	Core Rulebook (page 76)
Lucky Strike	No	Core Rulebook (page 76)
My Favorite Store	Yes	Page 35
Probing Question	No	Page 35
Quick Fix	No	Page 35
Scathing Tirade	No	Core Rulebook (page 77)
Side Step	Yes	Core Rulebook (page 77)
Tactical Focus	No	Page 36
Two-Handed Stance	No	Page 36
TIER 3		
Animal Companion	Yes	Core Rulebook (page 77)
Applied Research	Yes	Page 36
Barrel Roll	No	Core Rulebook (page 77)
Battlemaster	No	Page 36
Body Guard	Yes	Page 36
Distinctive Style	No	Core Rulebook (page 78)
Dodge	Yes	Core Rulebook (page 78)
Dumb Luck	No	Page 36
Eagle Eyes	No	Core Rulebook (page 78)
Event Horizon	No	Page 36
Field Commander	No	Core Rulebook (page 78)
Forgot to Count?	No	Core Rulebook (page 78)

TABLE 1-2: TALENTS FOR THE MASS EFFECT SETTING (CONT.)

TALENT	RANKED	SOURCE
Full Trottle	No	Core Rulebook (page 78)
Grenadier	No	Core Rulebook (page 78)
Hard-Boiled	No	Page 36
Heroic Will	No	Core Rulebook (page 79)
Hold It Steady	No	Page 36
Inspiring Rhetoric (Improved)	No	Core Rulebook (page 78)
Jury Rig	Yes	Page 37
Laugh It Off	No	Page 37
Lethal Blows	Yes	Page 37
Martial Artist	No	Page 37
Natural	No	Core Rulebook (page 79)
Nimble	No	Page 37
Painkiller Specialization	Yes	Core Rulebook (page 79)
Parry (Improved)	No	Core Rulebook (page 79)
Resolve	Yes	Page 37
Scathing Tirade (Improved)	No	Core Rulebook (page 79)
Sound Investments	Yes	Page 37
Suppressing Fire	Yes	Page 37
Takedown	No	Page 37
Tinkerer	Yes	Page 38
Valuable Facts	No	Page 38
You Owe Me One	No	Page 38
TIER 4		
Biotic God	No	Page 38
Bodyguard (Improved)	No	Page 38
Can't We Talk About This?	No	Core Rulebook (page 79)
Deadeye	No	Core Rulebook (page 79)

MILITARY TRAINING**Tier:** 1**Activation:** Passive**Ranked:** No

When you take this talent, your character gains Ranged (Heavy) or Resilience as a career skill. In addition, once per session, your character may collect a small favor from a single military (chosen when you take this talent), even if they do not owe your character a favor.

PAINFUL BLOW**Tier:** 1**Activation:** Active (Incidental)**Ranked:** No

When your character makes a combat check, you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

TALENT	RANKED	SOURCE
Defensive	Yes	Core Rulebook (page 80)
Defensive Driving	Yes	Core Rulebook (page 80)
Elementary	No	Page 38
Enduring	Yes	Core Rulebook (page 80)
Field Commander (Improved)	No	Core Rulebook (page 80)
How Convenient!	No	Core Rulebook (page 80)
Inspiring Rhetoric (Supreme)	No	Core Rulebook (page 80)
Mad Inventor	No	Core Rulebook (page 80)
Offensive Driving	No	Page 38
Overcharge	No	Core Rulebook (page 80)
Prime Positions	Yes	Page 38
Quick-Witted	No	Page 38
Tech Combo	No	Page 39
Scathing Tirade (Supreme)	No	Core Rulebook (page 81)
Urban Combatant	No	Page 39
You Owe Me One (Improved)	No	Page 39

TIER 5

Carnage	No	Page 39
Dedication	Yes	Core Rulebook (page 81)
Indomitable	No	Core Rulebook (page 81)
Master	No	Core Rulebook (page 81)
Master Plan	No	Page 39
Overcharge (Improved)	No	Core Rulebook (page 81)
Paragon Interrupt	No	Page 39
Renegade Interrupt	No	Page 39
Ruinous Repartee	No	Core Rulebook (page 81)
Spitfire	No	Page 39

REDUNDANT SYSTEMS**Tier:** 1**Activation:** Active (Action)**Ranked:** No

Once per session, your character may use this talent and make an **Easy (♦) Mechanics check** to harvest components from a functioning device to repair a broken one without breaking the first device.

RESOURCEFUL MECHANIC**Tier:** 1**Activation:** Passive**Ranked:** Yes

When your character makes a Mechanics check to repair system strain or hull trauma on a vehicle, or to heal wounds on a synthetic character, they repair one additional system strain or hull trauma, or heal one additional wound, per rank of Resourceful Mechanic.

RESPECTED

Tier: 1

Activation: Passive

Ranked: Yes

When your character selects this talent, they choose one group, faction or social circle. They downgrade the difficulty of social checks to interact with members of that group once per rank in Respected. The faction has to be approved by your GM but possible examples include mercenary groups, law-enforcement, government agencies, (private) militaries, criminal syndicates or even sentient machines.

SCAVENGER

Tier: 1

Activation: Passive

Ranked: Yes

Your character removes ■ for each rank of Scavenger from any skill checks to find or scavenge materials or gear. When scavenging for crafting materials (as described on page 73), increase the amount of materials gathered by 10% for each rank of Scavenger.

STREET FIGHTER

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character disorients or knocks their target prone while making a Brawl combat check, they may use this talent to cause the target to suffer wounds equal to your character's ranks in Skulduggery.

WALKED THE BEAT

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Perception, Streetwise or Ranged (Light) as a career skill. In addition, once per session, your character may collect a small favor from a law enforcement organization, even if they do not owe your character a favor.

TIER 2

BAD COP

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character may spend ▲▲ from a Coercion or Deception check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Bad Cop. The check must target the same character as your character's

initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

BIG GUNS

Tier: 2

Activation: Passive

Ranked: No

Your character's encumbrance threshold is 10 plus their Brawn, instead of 5 plus their Brawn. Your character reduces the Cumbersome rating of any weapon they carry by 1, to a minimum of 3.

COMBAT MEDICINE

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Before making a Medicine check, your character may use this talent to add ✨ equal to their ranks in Combat Medicine to the results. After the check is resolved, the target suffers 2 strain for each rank your character has in Combat Medicine.

CONCUSSIVE SHOT

Tier: 2

Activation: Active (Action)

Ranked: No

Once per round, your character may use this talent to perform a ranged combat check against one non-vehicle target within medium range. If the check is successful, instead of dealing damage, the target is knocked prone and suffers 3 strain plus one additional strain per uncancelled ✨.

DETERMINED DRIVER

Tier: 2

Activation: Active (Incidental)

Ranked: No

You may spend a Story Point to use this talent to have your character heal system strain on a vehicle they are currently driving, piloting, or operating equal to their ranks in Driving, Piloting, or Operating (choose the skill used to direct the vehicle).

EASY PREY

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Your character may suffer 3 strain to use this talent. Until the start of your character's next turn, your character and allies within short range add ■■ to combat checks against immobilized targets.

EYE FOR DETAIL**Tier:** 2**Activation:** Active (Incidental)**Ranked:** Yes

After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ✨ to A.

GOOD COP**Tier:** 2**Activation:** Active (Incidental)**Ranked:** Yes

Your character may spend AA from a Charm or Negotiation check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Good Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

GRAPPLE**Tier:** 2**Activation:** Active (Incidental)**Ranked:** Yes

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, enemies must spend two maneuvers to disengage from your character.

HARD HEADED**Tier:** 2**Activation:** Active (Incidental)**Ranked:** Yes

Once per encounter, your character may use this talent when staggered or disoriented to make a **Daunting** (◆◆◆◆) **Discipline** check. If the check is successful, your character is no longer staggered or disoriented.

Reduce the difficulty of the check once for each additional rank of Hard Headed, to a minimum of Easy.

HAUGHTY DEMEANOR**Tier:** 2**Activation:** Passive**Ranked:** No

Other characters add 1 to social skill checks targeting your character.

I HAVE A PERMIT**Tier:** 2**Activation:** Passive**Ranked:** Yes

When your character selects this talent, they choose one type of weapon or other item that is restricted (R). They may legally acquire and carry this item without being arrested. However they can still be persecuted for using such an item in an unlawful manner.

Your character may choose one additional item for each additional rank in I have a Permit.

MY FAVORITE STORE**Tier:** 2**Activation:** Active (Action)**Ranked:** Yes

Your character may use this talent and make a **Hard** (◆◆◆) **Charm** or **Negotiation** check targeting the owner of a store, business or establishment. If successful, your character reduces the cost of all services and items bought there by 10%, and their rarity by 1. In addition, once per session, your character may collect a small favor from the owner or one of the employees of the store, business or establishment.

Your character may use this talent on a number of businesses equal to their ranks in My Favorite Store. They may choose to lose this benefit with a business to use the talent on another one.

PROBING QUESTION**Tier:** 2**Activation:** Passive**Ranked:** No

If your character knows an opponent's Flaw or Fear motivation, when your character inflicts strain on that opponent using a social skill, the opponent suffers 3 additional strain.

QUICK FIX**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** No

You may spend a Story Point to use this talent to have your character temporarily repair one damaged item they are engaged with. For a number of rounds equal to your character's ranks in Mechanics, the item may be used without penalty (see page 89 of the **GENESYS** Core Rulebook), even if it is unusable. When the effect ends, the item is damaged one additional step; if it was already suffering from major damage, it is destroyed and cannot be repaired.

TACTICAL FOCUS

Tier: 2

Activation: Passive

Ranked: No

When performing a combat check with a Ranged (Heavy) weapon, if your character did not ready or stow a weapon or item during this turn, they add **A** to the results of the check.

TWO-HANDED STANCE

Tier: 2

Activation: Passive

Ranked: No

When performing a combat check with a Ranged (Light) weapon, if your character has nothing in their other hand, they add **A** to the results.

TIER 3

APPLIED RESEARCH

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Your character may use this talent before making a check to use any knowledge skill and Intellect instead of the skill and characteristic the check would normally require. Your character may use this talent a number of times per session equal to their ranks in Applied Research.

When your character uses this talent, you should explain how their mastery of knowledge lets them accomplish this task. In addition, your GM may rule that a particular knowledge skill makes the most sense in a given situation, and require your character to use that specific knowledge skill.

BATTLEMASTER

Tier: 3

Activation: Passive

Ranked: No

Your character does not add **B** to Biotics checks for wearing heavy armor (armor with +2 soak or higher), using a shield or not having at least one hand free (see Table 3-1: Penalties When Using Biotics, on page 86).

BODY GUARD

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Body Guard to use this talent. Choose one ally engaged with your character,

until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.

DUMB LUCK

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, you may spend a Story Point to use this talent after your character suffers a Critical Injury but before the result is rolled. Their opponent must roll two results, and you select which applies to your character.

EVENT HORIZON

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character casts a biotic attack, they treat the attack's Blast quality as having a rating equal to twice your character's ranks in Knowledge (PhysSci) (instead of their ranks in Knowledge (PhysSci)). When your character casts an attack spell with the Blast effect, you may spend one Story Point to use this talent to trigger the spell's Blast quality, instead of spending **A** (even if the attack misses).

HARD-BOILED

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a check to recover from strain at the end of an encounter (as described on page 117 of the GENESYS Core Rulebook), your character may make a **Simple (-) Resilience check** instead of Discipline or Cool. If your character does so, they heal 1 strain per **✱** and 1 wound per **A**.

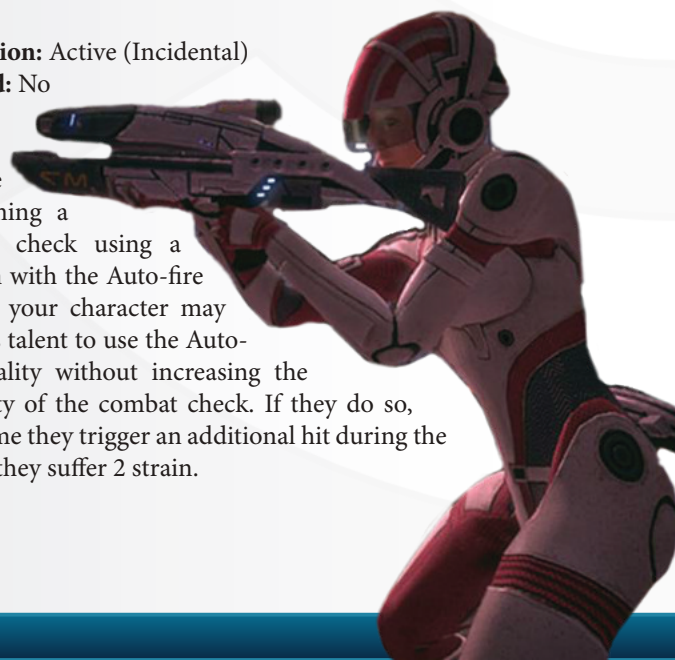
HOLD IT STEADY

Tier: 3

Activation: Active (Incidental)

Ranked: No

Before performing a combat check using a weapon with the Auto-fire quality, your character may use this talent to use the Auto-fire quality without increasing the difficulty of the combat check. If they do so, each time they trigger an additional hit during the attack, they suffer 2 strain.



JURY RIG

Tier: 3

Activation: Passive

Ranked: Yes

When your character selects this talent, they choose one piece of equipment that they own and improve it as per the following options:

- They may increase the damage of a weapon by 1 or reduce its critical rating by 1 (to a minimum of 1).
- They may increase the melee or ranged defense offered by an armor by 1.
- They improve the attack damage bonus of an omnitool by 1.
- They improve the attack damage bonus of a biotic amp by 1.
- They reduce an item's encumbrance by 2, to a minimum of 1.

The item also automatically adds  to all checks related to its use. This does not count as it possessing the Inferior item quality. If your character loses their affected item, they may choose a new one to be affected by this talent.

You may choose one additional weapon or armor to improve for each additional rank of Jury Rig. No item may benefit from this talent twice.

LAUGH IT OFF

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When your character is targeted by a social skill check they may use this talent to spend    or  to reduce any strain the check inflicts by a number equal to their ranks in Charm. If they do so, the character who targeted them suffers an amount of strain equal to the amount of strain reduced.

LETHAL BLOWS

Tier: 3

Activation: Passive

Ranked: Yes

When your character inflicts a Critical Injury on an opponent, add +10 per ranks of Lethal Blows to the result.

MARTIAL ARTIST

Tier: 3

Activation: Active (Incidental)

Ranked: No

After your character inflicts a Critical Injury with a Melee or Brawl check and rolls the result, your character

may suffer 2 strain to use this talent. Then you may select any Critical Injury of the same severity to apply to the target instead.

NIMBLE

Tier: 3

Activation: Active (Incidental)

Ranked: No

At the start of your character's turn, you may spend one Story Point to use this talent to allow your character to perform a move maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.) If you use this talent, your character can only perform one additional move maneuver during this turn.

RESOLVE

Tier: 3

Activation: Passive

Ranked: Yes

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.

SOUND INVESTMENTS

Tier: 3

Activation: Passive

Ranked: Yes

At the start of each session, gain 100 credits per rank of Sound Investments.

SUPPRESSING FIRE

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

If your character does not make a combat check during their turn, they may use this talent to target one character (or minion group) within long range. That character must upgrade the difficulty of any ranged combat checks they make once until the end of your character's next turn. Your character may choose to affect one additional character for each additional rank of Suppressing Fire.

Your character must be holding a ranged weapon to use this talent. Your GM can also rule that your character can't use this talent if they have no line of fire or range to the target.

TAKEDOWN

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an **opposed Brawl versus Resilience check** targeting one engaged opponent. If the check succeeds, the target is knocked prone and is immobilized until the end of your charac-

ter's next turn. If the target is a minion or rival, your character can spend ☉ to incapacitate (but not kill) the target instead.

TINKERER

Tier: 3

Activation: Passive

Ranked: Yes

When your character selects this talent, they choose one weapon or armor per tank of Tinkerer that they own and increase its number of hard points by one. No item may benefit from this talent twice.

VALUABLE FACTS

Tier: 3

Activation: Active (Action)

Ranked: No

Once per encounter, your character may use this talent and make an **Average (♦♦) knowledge check**. If successful, you may add ☉ to one ally's skill check during the encounter.

Work with your GM to determine which knowledge skill is the most narratively appropriate for the specific encounter.

YOU OWE ME ONE

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, you may spend two Story Points to use this talent to have one NPC in the current encounter owe your character a favor. If the favor is not resolved by the end of the encounter, it is forgotten.

It's up to you and your GM to determine exactly why the NPC owes your character a favor.

TIER 4

BODYGUARD (IMPROVED)

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Body Guard talent to benefit from this talent. Once per session, when an ally protected by the Body Guard maneuver suffers a hit, your character may use this talent to suffer the hit instead.

BIOTIC GOD

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may spend a Story Point to perform a Biotics action as a maneuver.

ELEMENTARY

Tier: 4

Activation: Active (Action)

Ranked: Yes

Once per session, your character may use this talent to make a **Hard (♦♦♦) Perception check** while present at a crime scene. If they succeed, they identify all prominent physical characteristics of one person who was at the crime scene when the crime was committed (as long as the crime was committed in the past 48 hours). This could include a person's species, height, weight, body type, and clothing. Your character may identify all the physical characteristics of one additional person present at the crime scene per additional ☉.

OFFENSIVE DRIVING

Tier: 4

Activation: Active (Action)

Ranked: No

While driving or piloting a vehicle, your character may use this talent to select one other vehicle within medium range and make an **opposed Driving or Piloting versus Driving or Piloting check** (depending on whether your character and their opponent pilot are using Driving or Piloting to control their vehicle) targeting the other vehicle's driver or pilot. If successful, roll twice on **Table III.2–19: Critical Hit Result**, on page 230 of the **GENESYS Core Rulebook**. Choose one Critical Hit result to apply to your character's vehicle, and the other to apply to the other vehicle. You may spend ☉ to add +20 to one Critical Hit result. Your GM may spend ☉ to add +20 to *both* Critical Hit results.

PRIME POSITIONS

Tier: 4

Activation: Passive

Ranked: Yes

When your character or an ally in short range takes cover, they increase their soak against ranged attacks by 1 per rank of Prime Positions for as long as they remain in that cover.

QUICK-WITTED

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per encounter, after another character makes a social skill check, your character may use this talent to make an **Average (♦♦) Vigilance check**. If successful,

you may add a number of ★ or ▲ (your choice) equal to your character's ranks in Charm to the other character's check. If your character fails, your character suffers 3 strain.

TECH COMBO

Tier: 4

Activation: Active (Incidental)

Ranked: No

When your character cast a tech power, they may use this talent to spend ⚙ to trigger up to three different qualities or power effects instead of one. These qualities or power effects must be ones that can be triggered by spending ▲ or ⚙.

URBAN COMBATANT

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

When your character is targeted by a combat check while in an urban environment, you may spend one Story Point to use this talent before the dice pool is rolled. If you do so, your character's opponent removes all ■ added to the check, and instead adds an equal number of ✕ to the results.

YOU OWE ME ONE (IMPROVED)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the You Owe Me One talent to benefit from this talent. Once per session, you may spend two Story Points to use You Owe Me One to have one NPC in the current encounter owe your character a big favor instead of a favor. If the big favor is not resolved by the end of the encounter, it is forgotten.

TIER 5

CARNAGE

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session, after making a successful ranged combat check, your character may spend ⚙ to add the Breach 1 quality to the attack or increase an existing Breach quality by 1.

MASTER PLAN

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to

make a **Hard (◆◆◆) Discipline check**. If they succeed, they reveal that whatever terrible circumstances they currently find themselves in are all part of a brilliant plan that they established at an earlier point. They then choose one non-nemesis adversary in the encounter and reveal them to be a close friend or ally who has positioned themselves to help your character at this exact moment.

The details of which character turns out to be an ally depend on the type of encounter and your GM's approval. However, the ally could also have done their work before-hand, such as loading a squadron of drones with blank ammunition, shutting down power to a security system, or planting a tracer in an opponent's vehicle.

PARAGON INTERRUPT

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, when a combat encounter against one or more sentient beings is about to begin, the character make a **Daunting (◆◆◆◆) Charm check**. If successful, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful).

RENEGADE INTERRUPT

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per round, when an adversary attacks an ally within medium range, your character may spend one Story Point to use this talent to automatically hit that enemy once with a weapon your character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities.

SPITFIRE

Tier: 5

Activation: Passive

Ranked: No

After a your character makes a successful combined check with two Ranged (Light) weapons, they may use this talent to allocate additional hits to any other targets within range of the weapon.

STEP 6: DETERMINE FAVORS

The Mass Effect setting makes use of the **favor economy** system introduced in **SHADOW OF THE BEANSTALK**. Much in the same way, this setting allows you to start your character with some favors that they owe to other people in the galaxy, but in exchange they are compensated with additional experience points or starting credits.

Favors also serve as a way to shape and drive the narrative, and can provide your GM with inspiration for plot hooks and adventures. When selecting favors for your character, and the people or faction they are owed too, work closely with your GM to determine the details.

FAVORS DURING CHARACTER CREATION

During this step of character creation, you may choose for your character to owe a favor, determining a faction to which this favor is owed, and the size of the favor. For more details on the intricacies of the favor economy please refer to page 53 in **SHADOW OF THE BEANSTALK**, and consult the information on the following pages for examples of favors and their respective sizes.

The benefits of XP and credits you gain are added to your starting values and may be spent before the game begins. Choose one of the following:

- **Small Favor:** Your character may start with an additional 100 credits of gear.
- **Regular Favor:** Your character may start with an additional 500 credits of gear or an additional 10 starting XP.
- **Big Favor:** Your character may start with an additional 1,500 credits of gear or an additional 20 starting XP.

FACTIONS

The following section contains a list of example factions that work throughout the galaxy. Your character may be associated with them, be it by employ or through the connections of the **favor economy**.

Each faction contains a table detailing some example favors these factions may be able to provide to you, in exchange for monetary compensation, or in exchange for your character owing them a favor in return!

BENEFITS AND DRAWBACKS

While belonging to a faction may allow you to more eas-

TABLE 1-3: EXAMPLE FAVORS

FAVOR TYPE	EXAMPLE
Small Favors	Watch someone's sensitive belongings for a day Give someone an item worth 100 credits or less Loan someone a vehicle for a couple of hours Give someone a ride to a nearby planet or system (maximum 2 mass relay jumps) Help someone clean up an apartment Loan someone tools to do some work
Regular Favors	Watch someone's sensitive belongings for several days up to a week Give someone an item worth 1,000 credits or less Loan someone a vehicle for a few days Give someone a ride to a more distant planet or system (maximum 5 mass relay jumps) Loan someone a legal weapon Save someone from a bar fight or a criminal gang
Large Favors	Watch someone's sensitive belongings and defend them from any harm Give someone an item worth over 1,000 credits Loan someone a vehicle while knowing that it may not be returned Give someone a ride to anywhere in the galaxy Loan someone an illegal weapon or item Save someone's life Kill someone

Although your character only starts the game owing somebody a single favor, don't worry: They will likely gain more debts as the game progresses and may even gain some people who, in turn, owe you a favor!

ily rely on them when it comes to favors and services they provide, it may also make you a target for those other factions that oppose them. While working for a criminal organization, you will surely find yourself at odds with galactic law enforcement, and in turn, should the criminals you are schmoozing with discover that you work for C-Sec, you may be in deep trouble indeed!

You may choose to be part of one of the many factions at the start of the game. There is generally no limitation to which faction you may belong to, as long as it makes

narrative sense to you and your GM. While a member of such a faction, your character gains the following benefits and responsibilities:

- Once per session, you may spend a Story Point to have someone else in your faction perform a small favor or regular favor for you.
- Once per session, your GM may spend a Story Point to have someone else in your faction request you perform a small favor or regular favor; this must be completed by the end of the session.

FACTION: SYSTEMS ALLIANCE

The Systems Alliance is the representative body of Earth and all human colonies in Citadel space. Backed by Earth's most powerful nations, the Alliance has become humanity's military, exploratory, and economic spearhead. While the Alliance is relatively new to the galactic community, it has already made a name for itself, gaining humans an embassy on the Presidium. The Alliance is governed by a parliament based at Arcturus Station, which also serves as the Alliance's capital.

INTERACTING WITH THE SYSTEMS ALLIANCE

Belonging to this faction usually implies having been in public service. Your character may be a soldier serving their tour of duty or having been moved to the reserve, or an investigator working for the Alliance News Network.

When owing the Alliance a favor, that favor may be to members of their staff or potentially an open due to higher ranking staff or the command structure.

FACTION: C-SEC

Citadel Security Services, or C-Sec, handles law enforcement on the Citadel. A volunteer police service answering to the Citadel Council, staffed only from highly trained officers who have previously served their own species' law enforcement.

INTERACTING WITH C-SEC

If your character has previously served in C-Sec, they probably stem from a successful career in law enforcement. They may have contacts in the force still, willing to help them out on occasion.

On the flipside, those old contacts may ask your character to do the things an officer on the force can't do, such as bending the law for the greater good.

TABLE 1-4: SYSTEMS ALLIANCE SPECIFIC FAVORS

FAVOR TYPE	EXAMPLE
Small Favors	Gain access to personnel records Get a docking permit in any Alliance-owned dock or on an Alliance colony Loan someone a military-grade item (that isn't a weapon)
Regular Favors	Loan someone a military-grade weapon or armor Gain intel on fleet movements Gain access to restricted records Gain passage on an Alliance vessel
Large Favors	Drop criminal charges against a person Alter someone's personnel files Spread some misinformation on the Alliance News Network Access military intelligence

TABLE 1-5: C-SEC SPECIFIC FAVORS

FAVOR TYPE	EXAMPLE
Small Favors	Ignoring a minor infraction, such as possession of illicit substance or public indecency Incriminating another person of a minor infraction
Regular Favors	Stay out of a certain district of the Citadel during a particular time Gather intel from C-Sec databases, such as criminal histories and surveillance footage Get someone or something through dockyard controls
Large Favors	Convince an officer to take part in a criminal activity Lose or "discover" an important piece of evidence in a major case

FACTION: CITADEL SPACE GOVERNMENTS

This section refers to the variety of different, species-specific, governments that acknowledge the authority of the Citadel Council and are thus bound by its laws and follow similar patterns.

While each species government works differently, the benefits and obligations associated with them are often quite similar and have been combined here. The Systems Alliance has been singled out above, due to their far more detailed exposure in the franchise.

Acknowledged members of Citadel Space are: The Asari Republic, the Salarian Union, the Turian Hierarchy, the Illuminated Primacy of Hanar and Drell, the Vol Protectorate and the Elcor Courts of Dekuuna.

INTERACTING WITH ANY CITADEL SPACE GOVERNMENT

If your character is in employ to a government, it is quite likely that they will find themselves being drafted to perform mandatory work, contracts or being sent on missions in state service.

In return, your character may be afforded rewards and favors of their own, and are able to use their influence to hurry along governmental processes and gain access to restricted information.

FACTION: OMEGA

Sometimes referred to as “the dark, twisted counterpart to the Citadel”, the Omega space station is the largest trade hub within the Terminus Systems. With not much of a government, bar an autocratic ruler and the unspoken agreement between its various criminal gangs and mercenary groups to not start any wars, it is the place to go to when in need of questionable services and equipment.

This faction represents the “Free People” of Omega, various criminal gangs, security outfits, transport enterprises and mining guilds. Favors are even more a currency here than in the rest of the galaxy, and are frequently traded back and forth.

INTERACTING WITH OMEGA

If your character owes a favor to Aria (or whoever currently holds themselves ruler of Omega), you can be sure it won't be forgotten. As this faction stands to represent various other entities on Omega as well, you may find yourself returning to this asteroid frequently to make good on your dues.

In return, you will be hard pressed to find a better

TABLE 1-6: GOVERNMENT SPECIFIC FAVORS

FAVOR TYPE	EXAMPLE
Small Favors	Gain information on minor political movements Gain access to local embassies and buildings in service to the government Put in a good word to hurry along civil procedures
Regular Favors	Issue a temporary visa for a person to move unmolested through Citadel Space
Large Favors	Forge identification documents Bypass government processes for immigration or import Access military intelligence



TABLE 1-7: OMEGA SPECIFIC FAVORS

FAVOR TYPE	EXAMPLE
Small Favors	Provide a high-interest loan Gain access to an illegal establishment Give information about the current movings and power shifts in the Terminus Systems
Regular Favors	Provide an illegal substance or weapon Smuggle a small item into a more civilized dock in the galaxy Make some items disappear in the eezo mines Provide a single thug or enforcer for a day or two
Large Favors	Make a person disappear in the eezo mines Smuggle a shipment of illegal items into a more civilized dock in the galaxy Gather a group of dangerous thugs and enforcers for backup

place to acquire a variety of restricted items, gain information from shady dealers and find professionals that can assist your own criminal undertakings.

FACTION: MERCENARIES

While some may refer to themselves as “private security organizations” or similar euphemistic names, mercenaries are in most cases guns for hire. While each of the companies has different specializations and attracts different contracts, they all follow similar beliefs of working for good pay and the highest bidder, and while they may quarrel with each other, they also respect that competition is good for business and thus keep their peace for the sake of prosperity.

The most notable companies and their specializations are:

- **Blue Suns:** Leaning heavily on “private security”, they offer protection services, hitsquads, and run privatized prisons.
- **Eclipse:** Heavily invested in Omega’s Eezo deals, as well as the distribution of Red Sand and other illicit substances.
- **Blood Pack:** A pirate group made up from Krogan and Vorchas that terrorizes the Terminus Systems.
- **CAT6:** An expensive private military outfit comprised solely from dishonorably discharged Alliance soldiers.
- **Talons:** A small but persistent red Sand smuggling outfit operating on and out of Omega.
- **Elanus Risk Control Services:** A professional security provider, generally recognized to be one of the more reputable and trusted outfits. They operate galaxy wide and produce their own weaponry and equipment.

INTERACTING WITH MERCENARIES

As a mercenary, your character is sure to be hired for a variety of operations, sometimes even ordered to join another cell in a larger operation. There is little space for regrets and morality in many of the outfits, though most groups follow the law at least to the point of remaining a legal enterprise.

When calling in favors, you have the force of small armies to rely on, and though they often face internal power struggles, they are traditionally loyal among each other.

TABLE 1-8: MERCENARY SPECIFIC FAVORS

FAVOR TYPE	EXAMPLE
Small Favors	Loan someone a restricted, military-grade, item Get someone a job on a mercenary assignment Verbally threaten someone
Regular Favors	Rough someone up Provide a single, trained mercenary for a day or two Provide a restricted military-grade item such as a weapon, armor, or explosives
Large Favors	Kill someone Provide someone with a squad of heavily armed mercenaries as backup Take sides in a mercenary conflict



FACTION: CERBERUS

Cerberus is a human-survivalist paramilitary group led by the enigmatic Illusive Man. Cerberus' core belief is that humans deserve a greater role in the galactic community, and that the Systems Alliance is too hamstrung by law and public opinion to stand up effectively to the other Citadel races. Cerberus and its members are willing to go to extreme lengths to further their goals, such as illegal experiments, terrorist activities, sabotage and assassination.

Among the Cerberus projects known within the Mass Effect setting are:

- **Project Lazarus:** Retrieval, reconstruction and revival of Commander Shepard
- **Project Eva:** Creation of gynoid infiltration units, supposedly using AI
- **Project Firewalker:** Field-testing the M-44 Hammerhead as a planetside exploration vehicle
- **Project Overlord:** Human-VI-hybrid, created from a savant and salvaged Geth technology
- **Project Phoenix:** Advanced biotics operative project, resulting in the creation of Dagoon troopers

INTERACTING WITH CERBERUS

Due to their extremist, human-centric views, Cerberus is rare to ever interact with members of other species. While they have done so in the past in the interest of furthering their own agenda, many of the favors they may require of your character are likely to be oriented to the benefit of humanity and may even involve causing harm to members of another species.

The support and favors they can offer to their loyal members are impressive, if not downright frightening, and their various projects that they work in the shadows provide them with an advanced technological outfit to rival even the Terminus System mercenaries.



TABLE 1-9: CERBERUS SPECIFIC FAVORS

FAVOR TYPE	EXAMPLE
Small Favors	Organize a human-superiority protest Attack a member of an alien species
Regular Favors	Provide a military-grade, restricted item or weapon Intimidate a diplomat not support Cerberus' causes Provide some intel on secret projects and experiments
Large Favors	Provide a unique item or subject resulting from Cerberus projects and experiments Perform a terrorist act in Cerberus' interest Assassinate a high-profile figure



FACTION: THE SHADOW BROKER

An almost fabled entity, with their eyes and ears in every corner of the galaxy, the Shadow Broker is the most famed and feared info broker on the extranet. While no one has ever met them in person, many have had interactions with them or their web of agents.

The Broker is known for their incredibly high competence in trade: all secrets bought and sold never provide any customer with an absolute, permanent advantage, requiring any customers to continue trading information to keep up with their opponents.

INTERACTING WITH THE SHADOW BROKER

The Broker has the widest spanning network of agents and information dealers, affording them knowledge across the entire galaxy, and secret contacts within the majority of its governing organizations. If you character is in allegiance with the Broker or owes them a favor, they will surely be forced to divulge sensitive information, which could even result in them committing crimes as grim as treason!

Cashing in a favor with the Shadow Broker on the other hand provides access not only to one of the widest troves of inside information, but also to a small mercenary company.

TABLE 1-10: SHADOW BROKER SPECIFIC FAVORS

FAVOR TYPE	EXAMPLE
Small Favors	Gain information on minor political movements Gather rumors on corporate proceedings Learn about breaking news before they are broadcast on the extranet Get contact information for any person reasonably within the Broker's scope
Regular Favors	Access security feeds in government locations Learn of planned military or mercenary deployments Gain background information on most other factions in the galaxy
Large Favors	Have someone assassinated discretely Provide someone with a squad of heavily armed mercenaries as backup Forge a variety of identification documents, manifests, etc. Gain information from military intelligence

CHAPTER 2: EQUIPMENT

The Mass Effect setting is vast with examples of modern technology. While most electronic advancements are projections of current technology, such as smaller microcomputers, cybernetics, neural interfaces and quantum computing, the main advantage in kinetic energy and violating the laws of physics is facilitated by Element Zero.

This unique substance is able to generate mass effect

fields, when provided with energy. These fields are able to modify the mass of affected objects, allowing matter and particles to move faster than the speed of light and items to disregard the forces of mass and gravity.

The following section features an array of weapons, armor, omni-tools and other gear prominent in the setting. While now an exhaustive list, it should facilitate players and GMs with the essential tools to play in the setting.

WEAPONS

The Mass Effect universe features a wide array of weaponry, and featuring every single one of them in this setting would add too much bloat. Instead, this document features an array of basic weapon profiles, each representing a category weapons. To differentiate the weapons beyond that, each of them is given a making, which influences their qualities further to allow a diverse selection of gear.

A few exceptionally unique weapons have also been featured in **Table 2-4: Unique Weapons** as they are not otherwise represented by the more generalized weapon profiles.

NEW ITEM QUALITIES

The following new item qualities are added in the mass effect setting, in addition to those already available in the **GENESYS** Core Rulebook.

PHASIC

When attacking with a weapon that possesses this quality, ignore ■ added to the check equal to the weapon's Phasic rating. This only affects ■ added by the kinetic barriers of an armor or by biotic or tech powers. When dealing damage to a synthetic target, increase the damage dealt by a number equal to the weapon's Phasic rating.

RANGED WEAPONS

Stretching from small pistols to large rifles and launchers, ranged armaments dominate the encounters around the galaxy. Nearly all firearms work on basis of small mass effect fields that accelerate metal shavings to high speeds and vent the generated excess heat into thermal clips, which serve as their ammunition.

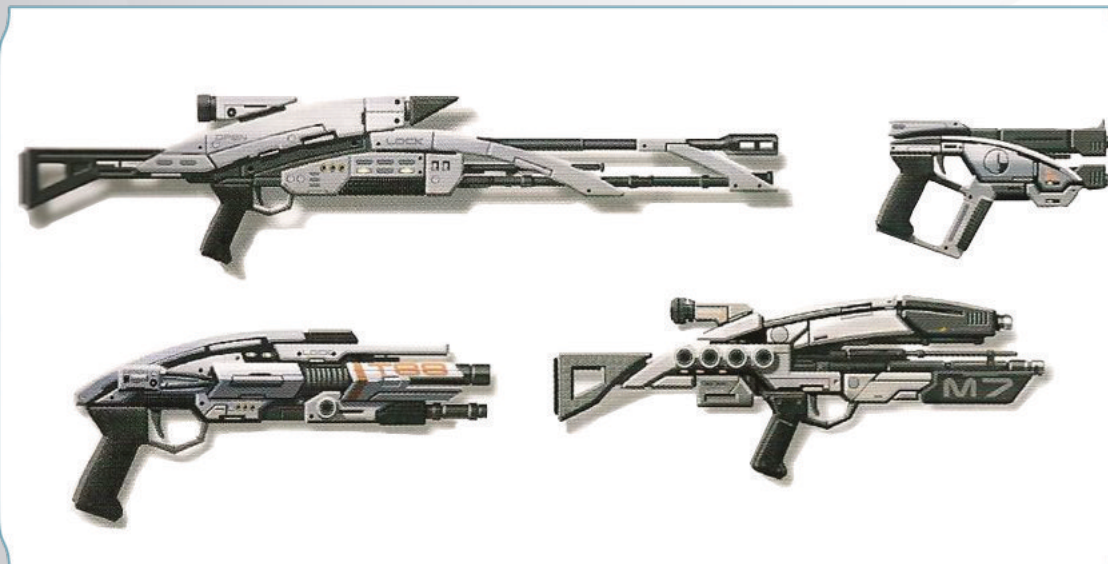


TABLE 2-1: RANGED WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
PERSONAL MASS DRIVERS									
Assault Rifle	Ranged (Heavy)	8	3	Long	4	3	1,200	7	Auto-fire
Heavy Pistol	Ranged (Light)	6	3	Medium	2	2	500	4	
Light Pistol	Ranged (Light)	5	4	Medium	1	2	250	3	
Marksman Rifle	Ranged (Heavy)	8	3	Long	4	3	1,000	7	Accurate 1
Shotgun	Ranged (Heavy)	8	3	Short	3	2	1,050	6	Blast 5, Knockdown, Vicious 2
Sniper Rifle	Ranged (Heavy)	9	2	Extreme	4	3	2,000	7	Accurate 2, Limited Ammo 3, Pierce 2
Submachine Gun	Ranged (Light)	5	3	Short	2	2	650	4	Auto-fire
FIRE SUPPORT WEAPONS									
Flame Thrower	Gunnery	9	2	Short	6	2	2,700 (R)	6	Burn 4, Blast 9, Cumbersome 3, Vicious 2
Grenade Launcher	Gunnery	8	4	Medium	5	3	800 (R)	7	Blast 6, Cumbersome 3, Limited Ammo 6
Light Machine Gun	Gunnery	10	3	Long	6	4	3,600 (R)	6	Auto-fire, Cumbersome 3, Inaccurate 1, Pierce 2, Vicious 2
Light Accelerator Cannon	Gunnery	15	2	Extreme	7	3	4,500 (R)	7	Breach 1, Cumbersome 5, Slow-Firing 1
Missile Launcher	Gunnery	20	2	Extreme	8	4	6,500 (R)	8	Blast 10, Breach 2, Cumbersome 3, Guided 3, Limited Ammo 1, Prepare 1

ASSAULT RIFLE

While uncommon to be carried by civilians, any public or private security outfit has a sizable armory of these fully automatic weapons. Not only do they feature high fire-rates, they can also cover sizable distances on the battlefield, and only a few rounds can prove lethal.

HEAVY PISTOL

Packing more of a punch than standard pistol models, these are found more commonly with militaries, private mercenaries or enforcers or among the civilians of colonies dealing with aggressive wildlife.

LIGHT PISTOL

A small, personal firearm found with the majority of law enforcement and security personnel, but also very popular on frontier worlds and colonies or carried by civilians who may fear for their safety.

Add  to any checks to find a hidden light pistol on a character.

MARKSMAN RIFLE

Trading the fully automatic fire capability for more pre-

cision, these rifles are often found with designated marksmen of the military (giving them their name) but have also seen plenty use as replacements for high caliber snipers with law enforcement.

SHOTGUN

As a classic implement of home defense and hunting implement, shotguns still see high popularity among mercenary outfits. Krogan mercenaries are almost infamous for carrying these and using them to devastating effect up close.

SNIPER RIFLE

High caliber weaponry, generally only employed by military outfits. These weapons have large stopping power and tremendous accuracy over range, but tend to fill their thermal clip after only a few shots.

After this weapon has run out of its limited ammo, it may be reloaded with the spare thermal clip item (see page 65).

SUBMACHINE GUN

A popular outfit for a variety of private security contractors, submachine guns are light and easy to carry while

TABLE 2-2: EXPLOSIVES AND ORDNANCE

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Arc Grenade	Ranged (Light)	6	5	Short	1	75	5	Blast 4, Disorient 4, Phasic 2, Limited Ammo 1
Flashbang Grenade	Ranged (Light)	6	5	Short	1	120	4	Blast 4, Concussive 1, Disorient 2, Limited Ammo 1, Stun Damage
Frag Grenade	Ranged (Light)	7	3	Short	1	100 (R)	4	Blast 6, Limited Ammo 1, Vicious 2
High Explosive Grenade	Ranged (Light)	8	4	Short	1	100	8	Blast 5, Limited Ammo 1
Homing Grenade	Ranged (Light)	10	4	Short	1	160 (R)	7	Blast 5, Guided 3, Limited Ammo 1
Inferno Grenade	Ranged (Light)	8	3	Short	1	130 (R)	5	Blast 5, Burn 2, Limited Ammo 1
Multi-frag Grenade	Ranged (Light)	6	4	Short	1	100 (R)	6	Linked 3, Limited Ammo 1
Riotfoam Grenade	Ranged (Light)	1	-	Short	1	150	4	Blast 1, Ensnare 4, Limited Ammo 1
“Trobor” Charge	Ranged (Light)	20	2	Short	2	1500 (R)	8	Blast 15, Breach 1, Cumbersome 3, Vicious 4, Limited Ammo 1

offering very high offensive potential. The high firerates can make them very lethal within confined spaces.

FLAME THROWERS

Popular tools for deforestation, it has been widely agreed in the galaxy that the use of flame throwers against organic targets is unnecessary cruelty and heavily punished by military courts...provided the user survives that long. Never the less, these weapons have seen increasing popularity with mercenary groups such as the Blood Pack due to the fearsome effects they have.

GRENADE LAUNCHER

Grenade launchers fire explosive projectiles with similar power to that of a hand grenade. While they are less powerful than artillery or missile launchers, they are more portable, and their smaller payloads allow multiple shots before reloading.

The listed price for the grenade launcher does not include ammunition. The profile shown is for a grenade launcher using normal high-explosive grenades, but they can be loaded with any other grenade found in **Table 2-2: Explosives and Ordnance**. A small toolkit to convert hand grenades into launcher grenades is included with the weapon. Additional grenades to reload the launcher cost 100 credits, are restricted and have an encumbrance of 1 while not loaded in the launcher.

LIGHT MACHINE GUN

A heavy support weapon used to provide covering fire and tear apart enemy cover positions. This weapon is rarely seen away from actual battlefields, and civilian possession is illegal.

LIGHT ACCELERATOR CANNON

Weighing in somewhere between an anti-materiel rifle and the weaponry found on vehicles, these massive cannons drive a solid metal slug with a powerful mass accelerator. The projectile reaches high velocities the resulting thermal and kinetic energy pierces through most armor with ease.

MISSILE LAUNCHER

Designed for use against vehicles, these launchers can tear through dropships and light armored transports in an instant, not to mention their effect on organic targets. As such, they are only found in military operations or very well equipped mercenary organizations.

Additional missiles to reload the launcher cost 700 credits and are encumbrance 1.

EXPLOSIVES AND ORDNANCE

ARC GRENADE

A high capacity charge combined with an EMP which does devastating damage to any electronic system.

Arc grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental. When targeting vehicles or synthetics, damage dealt is dealt to them as system strain or strain respectively.

FLASHBANG GRENADE

Commonly used by law enforcement, these grenades disorient targets with a bright flash and deafening thundercrack.

Flashbang grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental. If a character activates a flashbang grenade's Disorient quality, it affects all characters at short range from the target (even if they are not damaged by the weapon).

FRAG GRENADE

An explosive charge packed with shrapnel and a violently fragmenting casing. These grenades are highly lethal to unarmored targets.

Frag grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental.

HOMING GRENADE

While their explosion radius is limited, these grenades compensate by homing in on the target to guarantee a hit.

HIGH EXPLOSIVE GRENADE

The most commonly used grenade found on the battlefields around the galaxy, consisting of an explosive charge in a compound casing, specifically designed to not create shrapnel.

High explosive grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental.

INFERNO GRENADE

These devices are filled with an incendiary compound that spreads quickly and causes grievous harm to organic targets. Possession of these weapons is illegal, and their use is frowned upon even in military engagements.

Inferno grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental.

MULTI-FRAG GRENADE

A packed bundle of smaller explosive charges that split up after being thrown, affording multiple hits against a target.

Multi-frag grenades only feature impact detonator and can not be set with a timer.

RIOTFOAM GRENADE

A non-lethal immobilization device in use by most law enforcement organizations in the galaxy. Riotfoam is a quickly expanding and hardening polymer that remains

stable and rigid, making it hard for perpetrators to escape, before rapidly collapsing a few moments later.

Riotfoam grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental. A riotfoam grenade's Ensnare quality triggers automatically on any target the weapon hits, with no need to spend **A**. Escaping hardened riotfoam requires a **Hard (◆◆◆) Athletics check**.

"TROBOR" CHARGE

Named after the Krogan word for "ash heap" - as that is all it leaves behind - this thermobaric charge is easily twice the size of a normal grenade and quite heavy, but possesses a tremendous amount of explosive force. A leftover of the Krogan's early wars amongst themselves, the weapon later saw extensive use against rachni, devastating their swarms, as well as in Krogan rebellions. To this day, these weapons are still foolishly employed in clan feuds.

Trobor charges can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental. Their Blast quality affects all targets in short range.

BRAWL AND MELEE WEAPONS

BRASS KNUCKLES

A universal staple among all brawlers, brass knuckles are light, concealable, and very dangerous in the right hands.

ENFORCEMENT GAUNTLET

An armorplated gauntlet fitted with an array of overcharged kinetic barrier generators that allows it to deliver heavy blows that send opponents flying. Originally designed and used by the Batarian Hegemony for law enforcement purposes, the device has since become popular among the organized crime, pirates, slavers and gladiators in the Terminus systems.

VENOM GAUNTLET

Infamously used by the Turian Cabal units, these long, slender claws are not only vicious slashing weapons, they are also hollow on the inside in order to deliver a variety of drugs with their attacks.

A venom gauntlet can be loaded with up to 3 doses of poisons or drugs. Upon a successful combat check that inflicts one or more wounds, the target suffers the effects of being exposed to the substance.

TABLE 2-3: BRAWL AND MELEE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
BRAWL WEAPONS									
Brass Knuckles	Brawl	+1	4	Engaged	1	1	50	1	Disorient 3
Enforcement Gauntlet	Brawl	+3	4	Engaged	2	1	200	4	Disorient 3, Knockdown, Slow-Firing 1
Venom Gauntlet	Brawl	+1	3	Engaged	2	2	500	5	Pierce 1, Vicious 2
MELEE WEAPONS									
Baton	Melee	+2	5	Engaged	1	1	100	2	Disorient 2, Stun Damage
Combat Knife	Melee	+1	3	Engaged	1	1	170	2	Pierce 1
Monomolecular Sword	Melee	+3	2	Engaged	2	1	500	7	Defensive 1, Pierce 2, Unwieldy 2
Large Hammer	Melee	+4	5	Engaged	4	2	600	4	Concussive 1, Cumbersome 3, Knockdown
Riot Shield	Melee	+0	6	Engaged	4	1	475	4	Cumbersome 3, Defensive 2, Deflection 2, Disorient 1
Stun Baton	Melee	+2	4	Engaged	1	0	200	3	Disorient 2, Stun 3, Stun Damage

BATON AND STUN BATON

Often wielded by security and law enforcement in order to non-lethally pacify intruders and lawbreakers.

COMBAT KNIFE

Commonly carried by any explorers and adventurers, as well as most soldiers and mercenaries, these knives can serve a variety of survival purposes, while also having use as a backup weapon.

MONOMOLECULAR SWORD

With a blade sharpened to the thinnest possible point, these blades can easily cleave through most organic material as well as some layers of armor. Unfortunately, their sharpness can lead inexperienced users to seriously injure themselves.

LARGE HAMMER

Heavy weighted bludgeons, often used in (de-)construction business, though many of them have seen use as weapons. Some models may have their crushing power augmented through use of pistons and mass effect fields.

Among Krogan, heavy hammers are weapons of ceremony and war are only found carried by senior warriors, battlemasters and warlords.

A large hammer requires two hands to wield.

RIOT SHIELD

Found in C-Sec's armory as well as with some frontline combatants that make use of this shields excellent defensive properties. Recently shields like these have often been seen on Cerberus units.

UNIQUE WEAPONS

BIOTIC LASHES

These unique weapons are byproducts of the Cerberus Project Phoenix, to be carried by their heavily augmented biotic soldiers. They are difficult to wield, but deadly in the right hands.

When making a combat check with Biotic Lashes, ignore any defense the target gains from cover.

ADAS ANTI-SYNTHETIC RIFLE

Named in memory to those killed on the planet Adas during the Morning War, this Quarian designed weapon shoots electrically charged, concussive plasma bolts at impressive ranges.

When making a combat check with an Anti-Synthetic Rifle, the GM may spend  from a check with this weapon to cause it to run out of ammo.

TABLE 2-4: UNIQUE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
MELEE WEAPONS									
Biotic Lashes	Melee	+3	3	Short	3	0	600	9	Ensnare 1, Pierce 2, Unwieldy 3
RANGED WEAPONS									
Adas Anti-Synthetic Rifle	Ranged (Heavy)	8	5	Long	5	1	1,350	7	Auto-fire, Blast 5, Disorient 2, Phasic 2
Arc Projector	Gunnery	12	4	Short	5	1	3,750	8	Auto-fire (Only), Cumbersome 3, Phasic 3, Prepare 1
Kishock Harpoon Gun	Ranged (Heavy)	10	2	Long	5	0	3,800 (R)	7	Limited Ammo 1, Pierce 2, Vicious 2
Reegar Carbine	Ranged (Heavy)	8	5	Short	4	2	750	7	Auto-fire, Phasic 2
STG Scorpion	Ranged (Light)	7	5	Medium	3	2	1,450 (R)	8	Blast 6, Limited Ammo 4

ARC PROJECTOR

Designed in a Cerberus research lab as an effective weapon to combat Geth, this device uses an ionizing laser to paint a target, then fires a high-voltage electrical strike along the path, which can spread to other targets.

This weapon has to be fired with the Auto-fire quality, increasing the difficulty of the attack. Your GM may spend ⚡⚡⚡ from a check with this weapon to cause it to hit an unintended target.

KISHOCK HARPOON GUN

This sniper rifle launches a unique, harpoon-like spike outfitted with microscopic disruptors that cause massive internal injuries to organic targets and can even tear synthetics apart. These weapons are favored by Batarian pirates who care little if their targets survive the encounter.

When this weapon inflicts a Critical Injury, it results in an “At the Brink” effect, unless the roll on **Table I.6-10: Critical Injury Result** on page 115 of the **GENESYS** Core Rulebook would result in a more grievous injury.

Additional harpoons to reload the weapon cost 100 credits and are encumbrance 0.

REEGAR CARBINE

A weapon designed by the Quarian Fleet to combat Geth and other synthetic targets. The function by use of an ionizing laser, which then allows a strong current to arc towards the target.

STG SCORPION

A unique pistol used by the Salarian special forces which fires low-velocity, squash-head projectiles that first stick to the target with adhesive coating and then explode.

Instead of firing at a target, a Scorpion projectile can be shot at a surface. It will remain there for 3 rounds or until an opponent gets close enough, at which point it detonates and inflicts 6 points of damage.

WEAPON MAKING

In order to further differentiate weapons and make multiple models of an the same weapon type feel different, each of them is given a making when acquired.

For any items found, the GM decides the making, but when looking purchase or otherwise acquire a weapon, a player can choose to look for a certain making.

Note that any weapons listed in **Table 2-1: Unique Weapons** can not have any making applied to them, as they are unique.

HEAVY CONSTRUCTION

With melee weapons, increasing the weight greatly benefits their impact against a target. For ranged weapons, heavier materials allows the use of more powerful accelerators.

This making can only be applied to ranged weapons that fire projectiles or melee weapons.

Ranged Weapon: The weapon gains the Pierce 2 quality or increases an existing Pierce quality by 1. The weapon also gains the Cumbersome 3 quality or increases an existing Cumbersome quality by 1 and increases its encumbrance by 1.

Melee Weapon: Increase the weapon's damage by 1. The weapon gains the Cumbersome 3 quality or increases an existing Cumbersome quality by 1 and increases its encumbrance by 1.

Price: Cost x 1½.

Rarity: +1.

HIGH OUTPUT

Increasing the overall kinetic energy output on ranged weapons greatly increases their damage output, but at the cost of faster overheating.

This making can only be applied to ranged weapons that fire projectiles.

Ranged Weapon: Increase the weapon's damage by 2. If the weapon has the Blast quality, it is increased by 2. The weapon gains the Limited Ammo 3 quality or reduces an existing Limited Ammo quality by 2. The weapon may be reloaded with the spare thermal clip item (see page 65).

Price: Cost x 2.

Rarity: +2.

MODULAR CONSTRUCTION

Designed with aftermarket modification in mind, weapons like these are built with full access to most of their internal components, and are outfitted with additional external mounting points.

Ranged or Melee Weapon: Increase the weapon's number of hard points by 2.

Price: Cost x 1½.

Rarity: No Change.

OUTLAW

Created by independent gunsmiths or by mercenary companies themselves, these weapons are often cobbled together from stock pieces and their own constructions. They are less reliable and don't always follow safety guidelines, but they are also not limited by them.

Ranged Weapon: Increase the weapon's damage by 1. The weapon gains the Inferior quality. Your GM may spend ⚔⚔⚔ or ⚔ from a combat check to damage the weapon by one step.

Melee Weapon: Decrease the weapon's Critical rating by 1. The weapon gains the Inferior quality. Your GM may spend ⚔⚔⚔ or ⚔ from a combat check to damage the weapon by one step.

Price: Cost x ½.

Rarity: No Change.

PHASE CASTER

Firing superconductive projectiles, condensed plasma charges or projectiles with unique coating, these kinds of weapons tear apart shields and synthetic targets. This making can only be applied to ranged weapons that fire projectiles.

Ranged Weapon: The weapon gains the Phasic 2 quality or increases an existing Phasic quality by 2.

Price: Cost x 2.

Rarity: +3.

SPECIAL OPERATIONS

Weapons of the highest quality, reserved to elite government military units such as the STG or Spectres. Making use of lightweight, experimental materials and precision engineering, these weapons are not found on the normal market.

Ranged or Melee Weapon: Increase the weapon's damage by 1. The weapon gains the Superior quality. Reduce the weapon's encumbrance by 1.

Price: Cost x 10, Restricted.

Rarity: 10.

STANDARD ISSUE

The standard making for any weapon. All weapon profiles listed in this chapter are standard issue, and this making adds no further effects.

Price: No Change.

Rarity: No Change.

ARMOR

Outfits in the galaxy as varied as the species that inhabit it, and that's not even counting all the various combat hardsuits in service with militaries, mercenaries and security firms.

The following list provides generalized examples of clothing and armor worn in Citadel space and beyond, though many people chose to customize them further with modifications and attachments (see page 67).

CLOTHING

CARGO APPAREL

A mainstay of clothing style among dockworkers, freight pilots, engineers and craftsmen. Outfits like these feature various extra pockets.

A character wearing cargo clothing may carry up to three items of encumbrance 1 or lower without those items counting toward their encumbrance value.

DIPLOMATS ATTIRE

Elegant robes, fancy suits or ceremonial garb, attire like this exudes an aura of authority and officiality.

A character wearing diplomats attire adds ■ to any checks to claim diplomatic authority, fit in with high-society or bypass normal protocol.

DURABLE CLOTHING

This catch-all category describes any clothes that can take some wear and tear, from normal every day colonists gear to the uniforms worn upon military ships.

COMBAT HARDSUITS

Polyfiber suits, covered in rigid, ceramic-compound armor plating. All hardsuits cover the body completely and come with a helmet, though many wearers not bound to a military dress code often choose to not wear it. All armor also comes with a kinetic barrier generator, represented by their innate defense value.

LIGHT ARMOR

The lightest and most basic armor, often worn by security personnel like C-Sec or biotic specialist that can not afford to sacrifice their mobility.

MEDIUM ARMOR

Common armor suits worn by the majority of military ground troops and mercenary forces. It's plating affords it higher damage absorption, thought at the cost of mobility.

A character wearing medium armor adds ■ to any Stealth and Coordination checks they make.

HEAVY ARMOR

These heavy suits of armor are rarely seen in public. They are popular among Krogan, to whom an ancient, battle-worn, set of heavy armor is a family heirloom, or given to elite soldiers intended function as one-man-armies.

A character wearing heavy armor adds ■■ to any Stealth and Coordination checks they make.

TABLE 2-5: CLOTHING AND ARMOR

NAME	DEFENSE	SOAK	ENCUMBRANCE	HARD POINTS	PRICE	RARITY
CLOTHING						
Cargo Apparel	0	+1	2	1	75	2
Diplomats Attire	0	+0	1	1	200	6
Durable Clothing	0	+1	1	1	50	1
COMBAT HARDSUITS						
Light Armor	1	+1	3	2	350	5
Medium Armor	1	+2	4	3	1,050	6
Heavy Armor	2	+2	5	4	3,000 (R)	7

OMNI-TOOLS AND SOFTWARE

Omni-tools are portable, multipurpose computing devices in use by nearly every civilian living and working in the galaxy. The tools processing unit is a small wallet-sized box worn somewhere on the body and a holographic interface projected around the hand and lower arm of the user.

All omni-tools feature the following basic features: flashlight, scanner, remote device access, basic repair tool, medi-gel dispenser, camera, video, audio and holographic communication, video game console and a small flash-forged fabricator. More specialized tools can also offer unique abilities and strengthen the damage of tech attacks.

In addition to that, an omni-tool can install various software, among them hacking tools and intrusion prevention, omni-tool weaponry such as omni-blades (see **Table 2-8: Omni-blade Types**), and the tech powers described on page 90. Installing software takes some time and cannot be done during structured encounters.

OMNI-TOOL MODELS

All omni-tools have grant an innate bonus to the damage of tech attacks (though that bonus can be 0), and have a certain amount of slots that can be used to install software and tech powers. All except the most basic omni-tool also offer some improvement to certain tech powers.

An omni-tool has encumbrance 1 when carried, but that encumbrance reduced to 0 when it is the active tool equipped (similarly to how armor is handled).

BLUEWIRE MODEL

A basic, but cheap and reliable omni-tool produced by Aldrin Labs. Enthusiasts praise it for its simplistic interfaces, but critics speak of its sub-par performance in combat.

When casting any tech power, the character reduces the difficulty of the check by one.

CHAMELEON MODEL

Sirta Foundation refuses on principle to produce weaponry but excels at creating defensive- and support-specialized omni-tools.

TABLE 2-6: OMNI-TOOL MODELS

OMNI-TOOL	DAMAGE	SLOTS	PRICE	RARITY
Basic	+0	3	100	2
Bluewire	+0	4	300	3
Chameleon	+0	5	800	7
Cipher	+3	3	450	5
Enforcer	+2	4	350	5
Logic Arrest	+4	4	750	6
Nexus	+2	5	650	7
Polaris	+3	5	450	5
Savant	+3	5	600	7

When the character casts the Tech Armor or Tactical Cloak power, they may add the Additional Target and Range effects without increasing the difficulty. In addition, this tool comes with the Advanced First Aid module permanently installed, which consumes no slot.

CIPHER MODEL

Manufactured by the Volus-owned Elkoss Combine Corporation in the Terminus systems, this affordable tool is optimized for system analysis and intrusion.

When the character casts the Sabotage power, the first effect added increases the difficulty one less than it usually would. In addition, tech attacks cast by the character increase their damage by three.

ENFORCER MODEL

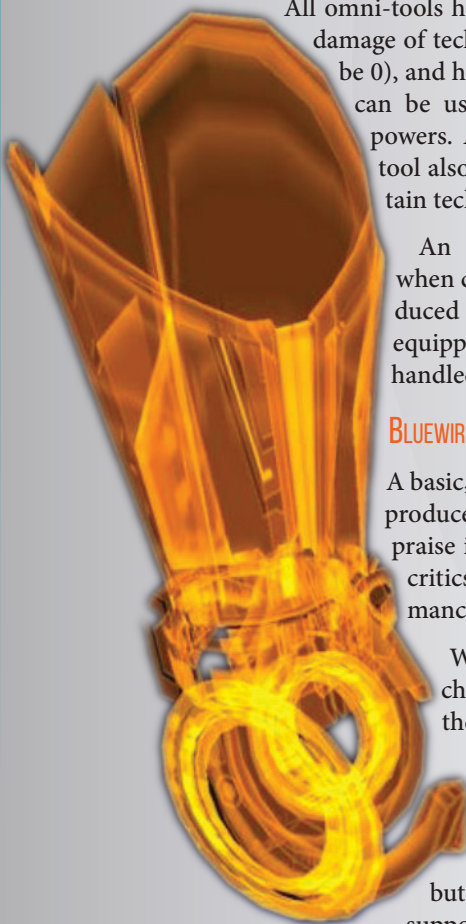
A relatively new model developed by Elanus Risk Control Services, the Enforcer omni-tool is optimized for law enforcement and security service duties, though some claim its limiters may not work properly.

When the character casts a Tech Attack power, they may add the Non-Lethal and Close Combat effects without increasing the difficulty. In addition, they must add the Blast effect with no increase in difficulty. Tech attacks cast by the character increase their damage by two.

LOGIC ARREST MODEL

A combat optimized tool by Ariake Technologies, designed to increase the effective range and power of tech specialists in the field.

When the character casts a tech power, the first Range effect added does not increase the difficulty. In addition, tech attacks increase their damage by four.



NEXUS MODEL

Produced by Amali Council, this omni-tool offers passive support for tech constructs, using subroutines and passive energy management to sustain them.

When the character casts a Tech Construct power, the construct remains summoned until the end of the encounter without the character having to use the concentrate maneuver. In addition, tech attacks increase their damage by two.

POLARIS MODEL

Kassa Fabrication has made a name for itself in producing some of the finest armor in the galaxy. They are now slowly extending their excellent quality to the omni-tool market.

When the character casts a Tech Attack power, they may add the Blast quality without increasing the difficulty. In addition, tech attacks cast by the character increase their damage by three.

SAVANT MODEL

One of the top of the line models on the market, the Savant series by Serrice Council excels in the tasks it has been programmed for, but good equipment has its price.

When the character readies a tech power, they may choose any one effect that increases the difficulty of that power by one. The effect does not increase the difficulty. This bonus can only affect one effect on one power at the same time. In addition, tech attacks cast by the character increase their damage by three.

SOFTWARE

ADVANCED FIRST AID

A favorite among emergency responders and battlefield medics, this collection of upgrades provides a quick access to medigel as well as improved scanners to assess patient conditions.

When the character makes a Medicine of Knowledge (LifeSci) check, they add **A** to the results. Once per encounter, the character may draw and use a medigel as an incidental.

ADVANCED SCANNER

A common sight among C-Sec officers, mechanics and merchants alike, this upgraded scanning software for the omni-tool can help diagnose mechanical and electrical failure in devices, as well as find irregularities in material, or highlight objects that may have gone amiss otherwise.

TABLE 2-7: OMNI-TOOL SOFTWARE

SOFTWARE	SLOTS	PRICE	RARITY
Advanced First Aid	2	600	7
Advanced Scanner	1	400	7
Combat Sensors	2	300	3
Encrypted Comms	1	100	2
Omni-blade	2	Varies	Varies
Supercharged Components	1	1,500	7
VI Ability Support	1	550	5

When using the scanner, add **A** to the results of all Perception checks to investigate an environment and to all Mechanics or Computers checks to diagnose failure on a device.

COMBAT SENSORS

Often colloquially referred to as “radar” or “motion sensor”, this VI-assisted sensor suite monitors the position of allies while also using algorithms to calculate strategically possible enemy positions.

When making a Cool or Vigilance check to determine initiative, add **■ ■** to the dice pool.

ENCRYPTED COMMS

By use of multiple, layered encryption protocols, this software guarantees high security on all voice, video and holographic communication.

Any attempt to intercept and decrypt messages sent from this omni-tool require a **Formidable** (◆◆◆◆) **Computers** check.

OMNI-BLADE

Flash-forged close-combat weaponry is almost as old as omni-tools themselves. Many soldiers value the ability to deploy a melee weapon in an instant without having to worry about extra weight or storage problems.

As a maneuver, if the character has a free hand, they may draw their omni-blade, which appears attached to their arm as an extension of their omni-tool. The weapon can be dismissed again with an incidental.

The model of omni-blade determines the combat skill used, their price and rarity. All omni-blades have encumbrance 0 when deployed and they do not count against having a free hand for the purposes of casting tech powers. Note that despite the name, not all omni-blades are close-combat weaponry.

Special Rules: The Twin Omni-blades require both hands to use.

TABLE 2-8: OMNI-BLADE TYPES

OMNI-BLADE	SKILL	DAM	CRIT	RANGE	PRICE	RARITY	SPECIAL
Common Omni-Blade	Melee	+1	2	Engaged	425	4	Pierce 1, Vicious 1
Charged Omni-Blade	Melee	+1	2	Engaged	425	4	Stun 2, Vicious 1
Cryo Strike	Brawl	+1	2	Engaged	600	5	Ensnare 1, Vicious 2
Explosive Strike	Brawl	+1	2	Engaged	550	5	Disorient 2, Vicious 2
Incendiary Strike	Brawl	+1	2	Engaged	525	5	Burn 1, Pierce 1, Vicious 1
Omni-Bow	Ranged (Light)	7	2	Medium	1,000	7	Pierce 2, Prepare 1
Omni-Shield	Melee	+0	6	Engaged	160	4	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Spiked Omni-Gauntlet	Brawl	+1	2	Engaged	725	5	Knockdown, Pierce 1, Vicious 3
Twin Omni-Blades	Melee	+1	2	Engaged	525	6	Linked 1, Pierce 1, Vicious 1

SUPERCHARGED COMPONENTS

Experimental software that exceeds the safety limits on parts of the omni-tool hardware to boost the output of tech powers.

As an incidental when the character casts a Tech Attack power, they may upgrade the difficulty of the check once to add the Pierce quality with a rating equal to their ranks in Knowledge (PhysSci) to the check.

BIOTIC AMPS

Biotics traditionally rely on neural implants to channel their abilities. To further improve their powers however, many biotics use amplifiers, small devices that connect directly to their implants by use of cybernetic sockets typically located at the base of the skull.

Any character able to use biotics is also assumed to have such a port for an biotic amp, and can therefore benefit from these items. Only one amp can be used at a time. Switching amps is a delicate operation that should not be performed during a structured encounter.

A biotic amp has encumbrance 1 when carried, but that encumbrance reduced to 0 when it is actively equipped by a character (similarly to how armor is handled).

ACTUAR AMP

Designed by Binary Helix as a work-assisting amplifier, this device is specifically tuned to improve a users telekinetic abilities

When the character casts the Telekinesis power, they reduce its difficulty by one.

VI ABILITY SUPPORT

A powerful, but not fully developed tech power assistance software. The VI tends to not always recognize when its assistance is required, though future firmware updates might fix that.

When the character generates ☹ while casting a tech power, you may roll 🎲 and add it to the results in addition to spending the ☹ normally.

GEMINI AMP

A public release of a Turian military amp produced by Armax Arsenal. Originally designed to be used by Cabal units, its optimized for quick, precise and close up strikes. For the civil release, the damage amplification was reduced.

When the character casts the Attack power, they may add the Charge and Close Combat effects without increasing the difficulty. Biotic attacks increase their damage by two.

POLARIS AMP

With Kassa Fabrication being new to the market of biotic amps, they have chosen to target niches to improve their public appeal. These amplifiers assist the user in keeping their focus, though users have reported occasional headaches as a side-effect.

Once per round, while using this biotic amp, a character may suffer one strain to perform a concentrate maneuver to sustain a biotic power as an incidental. In addition, biotic attacks increase their damage by three.

TABLE 2-9: BIOTIC AMPS

BIOTIC AMP	DAMAGE	PRICE	RARITY
Actuar	+0	300	4
Gemini	+2	550	5
Polaris	+3	650	6
Prodigy	+0	1500	8
Savant	+4	900	8
Solaris	+3	400	5
Unity	+0	400	6

PRODIGY AMP

Armali Council is well renown for producing high quality biotic amps sold only to a select few, wealthy clients. These amps are tuned specifically to the clients wishes.

When the character acquires this biotic amp, they may choose up to two effects with a total added difficulty of three or less. They may add these effects to any appropriate ability without increasing its difficulty.

SAVANT AMP

Known as the most powerful biotic amp on the market, the Savant series by Serrice Council are rare and only sold to customers after a thorough background check.

GEAR

The following section details a variety of items that characters traveling the galaxy may find useful.

CARRYING AND STORAGE

CARRY BAG

Duffle bags, messenger bags and various other carryalls fall into this category. They offer a good amount of storage while being easy to carry and looking perfectly ordinary.

While wearing a carry bag, a character increases their encumbrance threshold by 3.

LOAD BEARING GEAR

Used by most military outfits around the galaxy, this combination of vests, straps, clips and magnetic holders allows carrying fitting various pieces of gear in easily accessible positions.

While wearing load-bearing gear, a character increases their encumbrance threshold by 3.

When the character casts a biotic power, the first Range effect added does not increase the difficulty. In addition, biotic attacks increase their damage by four.

SOLARIS AMP

Simple, affordable and reliable are three core features praised about Aldrin Labs products. Their biotic amps are no exception, providing good statistics across the board and universally applicable features.

When the character casts the Augment power, the first effect added increases the difficulty one less than it usually would. In addition, biotic attacks cast by the character increase their damage by three.

UNITY AMP

Following Sirta Foundation's principle of not producing offensive technologies, their Unity model amplifier

When the character casts the a biotic power, they may add the Additional Target effect without increasing the difficulty. Additionally, the first Range effect added to the Barrier, Augment or Domination power does not increase the power's difficulty.

STRONGBOX

Built from strong, reinforced alloys, strongboxes (or safes or similar storages) are a common way to store and secure belongings.

A strongbox can hold a number of items with encumbrance values totaling up to 10. They are near impervious to outside damage and anything powerful enough to break them open probably destroys the contents in the process. Their electronic, biometric locks are highly sophisticated and should prove a challenge even for an exceptionally skilled intruder.

UTILITY BELT

Worn on the hip an outfitted with loops, pouches and maybe a small holster, a utility belt offers some convenient and unobtrusive storage.

While wearing a utility belt, a character increases their encumbrance threshold by 2.

MEDICAL SUPPLIES

ANTISHOCK BLANKET

Circulatory shock poses a grave danger to anyone who has suffered a traumatic injury. As the body increases blood flow to a wounded area, it must decrease blood flow to other areas. When the wounded area is experiencing blood loss, it can leave some organs starved for critical nutrients. An antishock blanket can be used to compression and thermal stabilization of the patient, reducing the risk of shock.

When a character applies an antishock blanket to someone shortly after they have suffered a Critical Injury, they may reduce the difficulty to heal that injury by one to a minimum of **Easy** (◆).

BIOSCAN

A healer must be able to recognize any anomalies in a patient's biological makeup in order to properly cure an injury. A bioscan is capable of identifying an individual's species, age and condition based on a pre-programmed set of parameters. It can also recognize disruptions to the anatomy from injuries or diseases as well as deliberate modifications such as cybernetics.

A character using a bioscan removes up to ■■ from any Medicine check they make.

DOCTOR'S BAG

This sizable bag contains all the supplies one would find in a small clinic, but compressed to fit into a single backpack. It contains all tools necessary for extensive medical treatment, from tools, over bandages and drugs to a small computer system to aid in diagnostics. The only downside is the high cost.

A doctor's bag allows a character to heal wounds or Critical Injuries without penalty. In addition, whenever the character successfully makes a check to heal wounds, their target heals 1 additional wound and 1 additional strain.

EMERGENCY MEDKIT

Emergency medkits are small, comprehensive supply kits used to treat moderate injuries in emergency situations. Among their contents are bandages, some basic drugs, antiseptics, sterile tools, blood coagulants, and other basic supplies. However, due to their small size, their quantity is limited.

An emergency medkit allows a character to heal wounds or Critical Injuries without penalty. If the character's Medicine check generates ☼☼☼ or ☼, it means that they have used up all of the kit's supplies, and the

medkit may no longer be used.

MEDI-GEL

An all-purpose medicinal salve which combines anesthetics and numbing agents with clotting agents in order to quickly dress wounds. The gel seals the wounds against liquids, gasses and contaminants and encourages a rapid healing process.

Medi-gel is a painkiller, described on page 94 of the **GENESYS** Core Rulebook, with a setting-specific name. Any rules, talents and abilities governing and affecting painkillers apply to medi-gel as well.

NUMBCAINE

A staple of field treatment, used to allow soldiers to fight on despite injuries. While it does little to treat the injury, it addresses many of the symptoms for a short time and deadens any pain with only minor numbness.

A character may apply numbcaine to themselves or an engaged character with a maneuver. When they do, they select one Critical Injury and ignore any penalties it imposes on skill checks they make (at your GM's discretion, this may not apply to the penalties from certain Critical Injuries, such as blindness or loss of a limb). At the end of the encounter, the character no longer ignores those penalties and immediately suffers 4 strain.

PLASMA PROTEIN REPLICATOR

Replenishing an individual's vital bodily fluids from an external source can reduce the recovery time from particularly traumatic injuries, such as those that incurred major blood loss. A plasma protein replicator creates synthetic bodily fluids as appropriate for a target species.

When a character uses a replicator to help heal a Critical Injury, they add an automatic ☼ to the Medicine check made.

SPRAY-ON CAST

Quickly immobilizing a limb injury after it happens can prevent the extremity from becoming more seriously damaged through accidental misuse. Prompt action reduces the patient's overall healing time, even though further treatment may be required. A spray-on cast is an easily portable tool that can be used in field conditions, to reinforce a wounded limb from the outside, preventing it from bending and exacerbating tissue damage.

A character can make an **Easy** (◆) **Medicine** check to apply a spray-on cast to a limb that has been crippled or disabled due to a Critical Injury. If successful, the Crite-

ical Injury heals automatically after one week of narrative time.

DRUGS AND POISONS

ADRENALINE SHOT

Mistakenly named, this “cocktail” features a combination of endorphines, epinephrine and other hormones in an autoinjector. Officially not allowed for battlefield use but still commonly found with both government militaries and mercenaries, this mix improves reaction speed and pain tolerance.

A character may use an adrenaline shot as a maneuver. Until the end of their next turn, they upgrade any Brawn and Agility based checks by one and may perform a second maneuver without spending strain. At the end of their next turn, they suffer 3 strain.

CAUSTIC ACID

Acids are dangerous, if imprecise weapons. They come in various states, as aerosols or liquid and can be applied to a target by exposure, as well as injection or ingestion.

A character affected by acid must make a **Hard (◆◆◆) Resilience check**. On a failed check, they suffer 2 wounds at the beginning of their turn for the next three rounds, plus one additional round per ☹.

CREEPER

A dust-like mold grown on vines grown as nutrient food in human colonies, it enables “potent visions” or “colorful daydreams”. Due to the limited production on some human colonies it is hard to find.

A character may consume a dose of Creeper as a maneuver. When they do, they heal 3 strain but are disoriented for the remainder of the encounter (or one hour in narrative time).

HALLEX

A controlled substance, taken in pill form, which induces heightened senses and extreme euphoria in its user. It sees high popularity in the nightlife of many civilized worlds, and is said to pair well with the effects induced by melding with an Asari.

Taking a dose of Hallex requires a maneuver. The character immediately recover all strain and upgrades the difficulty of all Cunning and Presence related checks once for the remainder of the encounter (or one hour in narrative time). At the end of the encounter, instead of recovering from strain as described on page 117 of the **GENESYS** Core Rulebook, the character suffers 10 strain. They may make an **Average (◆◆) Resilience check** to re-

duce the strain suffered by 1 per ☼ or ▲▲.

LETHAL BLOOD AGENT

A powerful, instantaneous chemical agent that induces lethal respiration failure when ingested or inhaled.

A character affected by the toxin must make a **Formidable (◆◆◆◆) Resilience check**. Targets suffer 2 wounds and 2 strain per ☹, and a Critical Injury with a +50 modifier if they fail the check. The GM may spend ☼ to have the target repeat this check on their next turn.

MINAGEN X3

A highly illegal and dangerous drug, Minagen X3 can be inhaled or injected to amplify a person’s biotic potential. The degree of enhancement depends on the form of exposure and dosage taken, however prolonged use of Minagen X3 can prove very dangerous to the user’s health.

For transport and storage, the substance is usually moved in small, pressured, containers. As a single dose, it is most commonly sold in vials that feature a small injector needle or can be crushed to release the drug.

Each dose of Minagen X3 upgrades the ability of all Biotic checks by one, provided the character is able to use biotic abilities. When inhaled, this effect lasts until the end of the character’s next turn, when injected, the effect persists until the end of the encounter. Additionally, any character exposed to Minagen X3 must make an **Average (◆◆) Resilience check** for a single dose or a **Hard (◆◆◆) Resilience check** for two or more doses or suffer 2 wounds. If injected, the difficulty of this check is upgraded once.

NEUROPARALYTIC

A substance that paralyzes parts of a target motory musculature without incapacitating them or affecting cognitive functions.

A character affected by the substance must make an **Average (◆◆) Resilience check** for a single dose, or a **Hard (◆◆◆) Resilience check** for two or more doses. If they fail the check, they are immobilized for 3 rounds and can not take any actions that would require movement. Each ☹ inflicts 1 strain on the target. The GM may spend ☼ to have the target repeat this check on their next turn.

RED SAND

Red sand is a stimulant with biotic-enhancing properties, originally created by criminal triads on Mars from

refined element zero. It finds high use among non-biotic friends and relatives of biotics, often out of a misguided desire to understand what their loved ones are experiencing. The substance is sold in small bags of powder and its sale is considered legal on multiple worlds in the Terminus systems, as well as on Illium (provided the vendor has a permit). When taken nasally, the drug creates a brief but intense euphoria and grants the user short-term biotic abilities. However, its use comes with noticeable side effects such as red-tinted vision and discolored teeth and it is addictive even in small doses.

A character taking a dose of Red Sand who has no ranks in Biotics counts as having 1 rank in Biotics. They may use biotic abilities even if they were normally unable to, but they may not add any modifiers to the powers they use. A character who already possesses biotic abilities adds  to all Biotics check for each dose taken. Asari and Batarians are immune to red sand.

SYNTHETIC NEUROTOXIN

A strong poison that affects the biochemical reactions of most creatures, sometimes fatally. The substance can be introduced into the body as an aerosol, via ingestion or through injection.

A character affected by the toxin must make an **Average** () **Resilience check** for a single dose, or a **Hard** () **Resilience check** for two or more doses. If they fail the check, they suffer 5 wounds. Each  inflicts 1 strain on the target. The GM may spend  to have the target repeat this check on their next turn.

VIDELICIT

A complex chemical stimulant that improves short-term memory and mental focus. It is a favorite among people having to work in investigation, negotiation or other businesses that benefit from quick wits and heightened senses. The substance is legal but traditionally regulated through prescriptions. Long-term use may prove addictive.

A dose of Videlicit lasts for one encounter and allows the user to add  to all Cunning and Presence based checks until the end of the encounter.

COMMUNICATIONS

COMM BUOY

Real-time communication across the galaxy is possible thanks to networks of expensive mass relay comm buoys that can daisy-chain a transmission via lasers. They are built in patterns outward from each mass relay and work akin to relays themselves, creating small corridors of low-mass space which allows for FTL tightbeam laser

communication. These buoy networks are found in all traveled areas of the galaxy, with only deep space routes and uninhabited areas resulting in ships losing comm access.

Theoretically, comm buoys can be set to separate frequencies to create networks separate from the extranet, but their price only makes this viable for large corporations, criminal enterprises and (private) militaries.

ENCRYPTED PERSONAL RADIO

These radios are small, secure devices used for personal communication. They have a limited range but are unaffected by buildings and other obstacles. They are cheap and readily available and are nearly untraceable (as they only operate with a specified network of other radios).

FIELD RADIO

Heavy-duty, military-grade transceivers carried by soldiers, field radios allow sending and receiving information on the battlefield. Traditionally assigned to, and carried by, dedicated radio operators, the devices are compact enough to be carried by one person, but powerful enough to transmit up into low orbit.

CYBERNETICS AND BODY MODIFICATIONS

Cybernetic modification has long since become a staple in modern galactic societies. Using advanced prosthetics and biomechanical supports, organic beings can transcend the limits of their bodies.

Each attribute, skill, or characteristic may only be increased by +1 due to cybernetics, no matter how many different cybernetics your character has that would otherwise increase that number.

CONCUSSION FIST

A replacement piece for a user's forearm and hand, this cybernetic features a small mass effect field generator which can greatly increase the kinetic energy of its user's physical attack. Unlike most replacement limbs, cybernetic is traditionally not covered by regenerated skin, both to assist in heat-dispersion after its use and due to the menacing effect its appearance has.

The concussion fist counts as a Brawl weapon with the following profile (Brawl; Damage 8; Critical 3; Range [Engaged]; Concussive 1, Slow-Firing 2). The character also decreases their strain threshold by 1.

CYBERNETIC ARM OR LEG

Having evolved far beyond normal prosthetic replacements, cybernetic arms and legs can replace a missing limb in all its natural abilities, and can even enhance a

users physical abilities far beyond the norm. Often used in combination with cloned tissue or synthetic skin to make them appear like natural extremities, some users prefer to keep them uncovered, instead displaying their enhancements proudly.

A cybernetic arm or leg increases a character's Brawn or Agility rating - chosen when they obtain the limb - by 1. If a character has one or more cybernetic arms, they decrease their strain threshold by 1, and if they have one or more cybernetic legs, they decrease their strain threshold by 1.

CYBERNETIC BRAIN AUGMENTATION

A heavily experimental procedure that improves a subject's cognitive and calculatory abilities by synchronizing their higher brain functions with implanted nanochips and microcomputers. Due to previously documented cases of loss of self and psychosis as a result of the implant, the procedure is heavily restricted.

A character with a cybernetic brain augment increases their Intellect by 1 and decrease their strain threshold by 1. Installing a cybernetic brain augmentation requires a **Daunting** (◆◆◆◆) **Medicine** check.

CYBEREYES

A fairly common cybernetic, cybereyes replace a user's normal eyes (or eye), granting them greatly improved eyesight, some even providing access to the infrared or ultraviolet spectrum. This implant is popular with Drell, who use it to understand the Hanar's language of bio-luminescence without a translator.

One or more cybereyes increase a character's ranks in Perception by 1 and remove ■ caused by smoke or darkness on any checks they make. A character can also display information from their omni-tool into their view. Further, they decrease their strain threshold by 1.

CYBERORGANS

Following the medicinal breakthrough of creating complete artificial organs to replacing damaged or failing ones, the technology gave rise to performance-enhancing variants, which are by now a complex but reasonably common implant.

When acquiring a cyberorgan, a character may choose from the following options:

- **Cybernetic Heart:** A cybernetic heart increases a character's wound threshold by 2. (This is a special exception to the attribute increase limit for cybernetics, and a character cannot increase their wound threshold by more than 2 with cybernetics.)
- **Cybernetic Lungs:** Cybernetic lungs increase a

REPLACEMENTS NOT IMPROVEMENTS

All cybernetics presented here are designed to enhance a person's attributes. Should your character be looking for a replacement for a limb lost or an organ damaged due to Critical Injuries, these can still be used to help compensate for those injuries.

Work with your GM to determine which cybernetic best represents a replacement for the body part you have lost. The cybernetic infers no mechanical benefit beyond restoring that body part's function but its cost is halved and it does not reduce your character's strain threshold.

character's ranks in Athletics by 1 and allow them to survive up to five minutes in an unbreathable atmosphere (but not vacuum) without suffocating.

- **Cybernetic Liver:** A cybernetic liver increases a character's ranks in Resilience by 1 and makes them immune to the effects of alcohol.

For each cyberorgan a character has, they decrease their strain threshold by 1.

EMOTIONAL RESPONSE ANALYZER

A small implant that combines a fast analysis unit with a database of common facial expressions and body movements for a wide array of species. A user of this cybernetic is provided with a parallel analysis of a person they engage in conversation with, which can help to detect lies or ascertain the other's emotional state.

A character with this implant adds ■■ to checks to discern whether another character is lying as well as to checks made to ascertain another character's mental and emotional state but also decreases their strain threshold by 1.

GRAYBOX

Grayboxes are neural implants that serve to store a person's memories and sensations. Originally designed to treat patients suffering from Alzheimer's disease, the technology turned out to have dangerous side effects, where removal of the device or software malfunctions could cause permanent and serious brain damage. As such, grayboxes are now only given to people in need of their eidetic memory, such as researchers and intragalactic spies.

TABLE 2-10: GEAR

ITEM	ENCUM	PRICE	RARITY
CARRYING AND STORAGE			
Carry Bag	+3	30	1
Load Bearing Gear	+3	50	3
Strongbox	8	6,000	8
Utility Belt	+2	20	1
MEDICAL SUPPLIES			
Antishock Blanket	2	250	2
Bioscan	1	2,000	2
Doctor's Bag	3	700	4
Emergency Medkit	1	100	2
Medi-gel	0	25	2
Numbcaine	0	50	2
Plasma Protein Replicator	3	2,500	4
Spray-On Cast	1	55	1
DRUGS AND POISONS			
Adrenaline Shot (1 dose)	0	125	5
Caustic Acid (1 dose)	0	600	6
Creeper (1 dose)	0	30	7
Halex (10 doses)	1	500 (R)	6
Lethal Blood Agent (1 dose)	0	1,500 (R)	9
Minagen X3 (1 dose)	1	125 (R)	9
Minagen X3 (20 dose container)	6	2,500 (R)	9

A character with a graybox possesses eidetic memory. They can perfectly recall any fact they have learned or image they have seen as an out-of-turn incidental. Should the character's controlling player not remember the specifics, the Game Master should remind them of the relevant facts. They also reduce their strain threshold by 1.

Unlike other cybernetics, installing a graybox requires a **Daunting (◆◆◆) Medicine check**. Should the implant ever be removed, the character suffers grievous brain damage, reducing their Intellect by 2 (to a minimum of 1) and halving their strain threshold.

HEAVY SKIN WEAVE

By weaving strong synthetic fibers through a person's skin and upper muscle layers can reduce the damage suffered from physical trauma. It's not much protection, but it is enough to turn a blade or absorb a beating.

ITEM	ENCUM	PRICE	RARITY
Neuroparalytic (1 dose)	0	75 (R)	6
Red Sand (1 dose)	0	100 (R)	6
Red Sand (20 dose crate)	2	2,000 (R)	8
Synthetic Neurotoxin (1 dose)	0	50 (R)	6
Videlicit (1 dose)	0	25	4
COMMUNICATIONS			
Comm Buoy	15	20,000	6
Encrypted Personal Radio	0	50	4
Field Radio	2	250	5
CYBERNETICS AND BODY MODIFICATIONS			
Concussion Fist	-	950	7
Cybernetic Arm or Leg	-	2,000	4
Cybernetic Brain Augmentation	-	4,000 (R)	8
Cybereyes	-	500	4
Cyberorgan	-	500	5
Emotional Response Analyzer	-	800	6
Graybox	-	1,300 (R)	8
Heavy Skin Weave	-	1,000	5
Microfiber Muscles	-	1,000	5
Reflex Boosters	-	800	5
Retinal Tracker Implant	-	500	7
Skeletal Lattice	-	1,000	6

Heavy skin weave increases a character's soak by 1 and reduces their strain threshold by 1.

MICROFIBER MUSCLES

By perforating the muscles with micro-fibers their overall strength is increased greatly, while the potential for muscle damage from exertion is reduced. Popular with laborers and anyone relying on physical strength in their career, these improvements are considered a less invasive alternative to a full limb replacement.

A character with microfiber muscles adds ✨ to the result of any Athletics, Brawl, or Melee checks they make. The character also decreases their strain threshold by 1.

REFLEX BOOSTERS

Originally designed to heal or replace damaged nervous systems, this invasive procedure uses nanomachines

TABLE 2-10: GEAR (CONT.)

ITEM	ENCUM	PRICE	RARITY
SURVIVAL			
Breath Mask and Respirator	1	50	1
Camouflage Netting	4	100	3
Envirosuit	6	500	3
Portable Power Generator	10	500	2
Survival Kit	5	300	2
SECURITY AND BLACK OPS			
Handcuffs	0	10	3
Infiltrator Goggles	1	300	6
Lockpick Set	1	90	6
Micro Surveillance Drone	0	1,200 (R)	6
Surveillance Scanner	2	750	5
AMMUNITION			
Armor-Piercing Ammunition	1	400	6
Cryo Ammunition	1	300	4
Disruptor Ammunition	1	300	4

and nerve therapy to supercharge a user's nervous system. They gain incredibly speed and reflexes, but some claim that after the upgrade, their perception changed to perceive everything slower than usual.

Reflex boosters increase a character's ranks in Coordination and Vigilance by 1 and decrease their strain threshold by 1.

RETINAL TRACKER IMPLANT

Consisting of microsensors implanted directly behind the user's retinas and a tiny tracking computer installed at the base of the skull, a retinal tracker aids the user in targeting imminent threats. A simple thought impulse activates the system, which projects a targeting reticle directly onto the user's retina. Though not infallible, the system can increase the user's accuracy when trying to land precision shots or hit multiple foes with a heavy weapon.

A character with a retinal tracker adds **A** on the result of all Gunnery and Ranged (Heavy) checks and decreases their strain threshold by 1.

SKELETAL LATTICE

A very invasive procedure that reinforces the skeleton with a synthetic weave making their bones almost unbreakable. While more frequently used to treat patients

ITEM	ENCUM	PRICE	RARITY
Explosive Ammunition	1	400 (R)	5
Incendiary Ammunition	1	300	4
Shredder Ammunition	1	400 (R)	6
Smoke Grenade	1	40	3
Spare Thermal Clip	0	25	2
TOOLS AND GENERAL GEAR			
Climbing Gear	2	400	4
Console Server	10	3,000	7
Cultural Etiquette Manual	0	100	3
Datapad	1	75	1
Emergency Repair Patch	0	25	1
Fabricator	5	1,000	6
Forensic Kit	4	450	4
Mercantile Datapad	1	250	4
Personal Terminal	3	300	2
Portable Toolkit	4	200	2

suffering from various degenerative bone diseases or severely broken bones, it is also popular among those laborers, colonists, soldiers, and mercenaries who can afford it

Whenever a character with skeletal lattice suffers a Critical Injury, they may roll twice on Table I.6–10: Critical Injury Result, on page 115 of the **GENESYS** Core Rulebook, and choose which of the two results to use. The character also decreases their strain threshold by 1.

SURVIVAL

BREATH MASK AND RESPIRATOR

A mask featuring an attached filter and oxygen recirculator which allows breathing in hostile atmospheres for up to an hour. The mask is adjustable to fit most species, but only covers nose and mouth and does not provide protection from hard vacuum.

ENVIRO-SUIT

A full encasing suit, proofed against hostile environments such as gases, chemicals, radiation or hazardous temperatures as well as the dangers of hard vacuum. These suits are commonly found on starships as well as hostile environment colonies. They are outfitted with breathing gas tanks that allow for up to eight hours of operation, a small environmental sensor suit, a set of in

stant leak-sealing patches and can be further equipped with small EVA thrusters or powered exoskeletons to assist in high-gravity locations.

These suits can not be worn over armor (except for clothing). While worn, their encumbrance is 3. Due to their focus on protection rather than efficiency and dexterity, as well as their limited field of vision, a wearer adds ■ to any Agility-based checks as well as to Perception and Vigilance checks.

SURVIVAL KIT

Also referred to as “Crash Kit”, these bags contain everything a single person needs to sustain themselves in a wilderness environment for up to a week. Stocking rations, water filters, flares, a utility knife, distress beacon, thermal cloak and a small sleeping cocoon, ships and their escape pods are outfitted with these to allow crewmembers to stay alive until rescue arrives.

CAMOUFLAGE NETTING (ROLL)

This sophisticated and versatile camouflage is often used by military and paramilitary organizations to conceal encampments, supply caches, vehicles and other high-value assets. Made from photo-reactive fibers that mimic their surroundings, it is a cheap and quick solution for disguising presence.

The netting upgrades the difficulty of all Perception checks to detect items hidden by it once. One roll of netting can conceal an object of up to silhouette 2, two rolls can conceal an object of up to silhouette 3. An object of silhouette 4 or larger is too large to be concealed.

PORTABLE POWER GENERATOR

Out in the field, power is just as important as food, water, medical supplies and ammunition. As such, many independently working teams, or adventuring parties chose to bring along a generator to supply them with power for the various other pieces of equipment they carry.

A portable power generator can supply energy to various pieces of equipment and even larger pieces of machinery. Limitations for the size of machinery or compatibility are left to the GM's discretion.

SECURITY AND BLACK OPS

HANDCUFFS

A set of reinforced composite binders, further strengthened by mass effect fields. These are commonly carried by security personnel such as C-Sec officers.

Escaping handcuffs without heavy cutting tools requires a **Formidable (◆◆◆◆) Athletics check** or

Daunting (◆◆◆◆) Coordination check.

LOCKPICK SET

A small collection of probes, picks, tension spanners, and other tools used to open mechanical locks. There are some commercially available sets, sold typically to hobbyists and locksmiths, however professional infiltrators and lockbreakers may prefer more personalized sets with additional more niche tools.

A lockpick set counts as a tool kit for the purposes of opening mechanical and simple electrical locks. In addition, when a character makes a Skulduggery check to open a lock with the kit, they add ▲ to the results.

INFILTRATOR GOGGLES

A set of bulky goggles using multi-spectrum cameras, thermal imaging and micro radar systems to project adjusted images onto the internal screens.

While wearing these goggles, a character removes ■■ added to their checks due to darkness, smoke, or other forms of concealment.

MICRO SURVEILLANCE DRONE

A tiny autonomous drone, small enough to fit in a human palm, but outfitted with a camera, microphone, and small antenna to relay all data gathered to any linked datapad or omni-tool. A favorite among spies and private detectives, these devices can easily be planted on a person or programmed to make their way through vents and pipes.

Planting this device without being noticed requires an **opposed Skulduggery versus Vigilance check**. Once in place, a character trying to detect the bug must make a **Daunting (◆◆◆◆) Vigilance** or **Perception check** to locate it.

SURVEILLANCE SCANNER

Surveillance scanners are handheld devices used to detect active and passive surveillance systems. Typically used to check rooms for bugs or search for hidden observers or electronic surveillance, these scanners can detect and locate comms signals, electromagnetic fields, power fluctuations, and more, depending on the model.

Surveillance scanners have a range of up to long, and using them upgrades the ability of any checks made to locate bugs, sweep rooms for hidden cameras, pick up data streams, or engage in any other counter-surveillance activities once.

AMMUNITION

AMMUNITION UPGRADES

Ammunition upgrades can modify the properties of projectiles, adjusting the effectiveness of weapons in various combat situations. When acquiring an ammunition upgrade, choose one of the following options:

- **Armor-Piercing Ammunition:** The weapon gains the Pierce 2 quality or increases its existing Pierce quality by 1.
- **Cryo Ammunition:** The weapon gains the Ensnare 2 quality or increases its existing Ensnare quality by 2.
- **Disruptor Ammunition:** The weapon gains the Phasic 2 quality or increases its existing Phasic quality by 2.
- **Explosive Ammunition:** The weapon gains the Disorient 2 quality or increases its existing Disorient quality by 1. A character may spend ☉ from a combat check made with the weapon to stagger the target for one round.
- **Incendiary Ammunition:** The weapon gains the Burn 2 quality or increases its existing Burn quality by 1.
- **Shredder Ammunition:** The weapon gains the Vicious 3 quality or increases its existing Vicious quality by 2.

A character may spend a maneuver, consuming the ammunition upgrade, to apply it to their weapon or the weapon of a character they are engaged with. The weapon retains the benefits until it runs out of ammo, however, the GM may spend ☉☉☉ or ☉ to cause an upgraded weapon to run out of ammunition.

SMOKE GRENADE

Smoke grenades contain a chemical compound which, when ignited, burns into a thick, blinding smoke. The compound comes in a variety of colors, making the devices useful to mark areas as well as provide cover.

As a maneuver, a character can throw a smoke grenade at a point within short range. The grenade quickly releases a thick cloud of smoke, large enough to conceal a single character and any characters engaged with them. The smoke screen provides concealment worth +3 dice (see the Concealment section on page 110 of the **GENESYS** Core Rulebook).

SPARE THERMAL CLIP

Thermal clips are designed to absorb the excess thermal energy generated by weapons, and after their heatsinks are at capacity, they are ejected and replaced with a fresh clip.

If a character has a spare thermal clip, they may spend a maneuver to reload and continue to use their weapon if it runs out of ammo. This consumes the extra clip. You can not reload weapons with the Limited Ammo quality, with the exception of those that specifically say so in their descriptions.



TOOLS AND GENERAL GEAR

CLIMBING GEAR

A set of climbing gear features a variety of tools useful to scale up various surfaces, from rock faces to buildings. The kit comes with a harness, two coils of micro-filament rope, some pitons that use small mass effect fields to attach themselves to any surface. The harness has a small motor that allows it to automatically ascend the rope, and a one-shot grapnel launcher for quick ascents.

To use the grapnel launcher, a character must make a Ranged (Light) skill check with a difficulty set by the range of the wall, building, or other structure. The harness allows the character to ascend or descend without making a check.

CONSOLE SERVER

These large, bulky, computer terminals are commonly employed in most businesses, research installations, embassies and really any other organization that requires larger digital setups. While not portable at all, they offer high processing power and storage space, as well as the ability to be combined in clusters to create large, powerful serverfarms.

A console server may be used as a workspace for crafting software (see page 73), and its high processing power and subroutine support adds  to any crafting checks made with it. When multiple console servers are linked together, instead of adding , upgrade the crafting check once per server, up to three times.

CULTURAL ETIQUETTE MANUAL

Many diplomats, envoys, emissaries or other regular travelers are frequently required to interact with the variety of other sentient species in the galaxy. In order to not embarrass themselves when approaching them, many prefer to read these detailed summaries of cultural behavior, speech and body language beforehand.

A character with a cultural etiquette manual adds automatic **A** to social checks made to interact with members of the culture or species to which the manual pertains as well as to any Knowledge (Society) checks concerning them.

DATAPAD

Datapads are multi-use display devices used to record, store, display, and organize data. They are used in situations where their convenience of being passed around and held in hand outweighs the limits of an omnitool, such as briefings, cargo logs, attendance lists, manifests, or research notes.

EMERGENCY REPAIR PATCH

Repair patches are alloy composite patches with a powerful adhesive which are frequently used to patch up minor damages to machinery, fix leaky pipes or even seal a breach on an envirosuit.

A character can use an emergency repair patch when making repairs on a mechanical system to add **E** to their Mechanics check. Alternatively, these patches can be used to heal the chassis of an AI character (see page 17) in the same way that medi-gel heals an organic character.

Additionally, any character who has suffered a breach to their suit while in hostile conditions (including Quarrians and Volus) may spend a maneuver and use a patch to seal this leak.

FABRICATOR

An evolution of the 3D printers that began their rise to popularity at the start of the 21st century, these small, automated fabrication suites can create objects from industrial plastics, ceramics and light alloys. They can not assemble full complex objects like firearms or computer systems, but can produce all the components to assemble them with.

A fabricator can create a simple tool (or equivalent part) with an encumbrance value of 2 or less. The process takes a while depending on the object created, but does not need to be supervised, and requires an amount of raw materials (usually in the form of omni-gel).

FORENSIC KIT

Used primarily by C-Sec Investigators in the field, a forensic kit contains a limited set of items and tools to investigate a scene. The kit is about the size of a large suitcase and features storage boxes of evidence, tools for fingerprint recovery and DNA sample collection, analyzers, a camera drone, and the tools to create a holographic snapshot of a scene to look at later.

In addition to the recording, analyzing and evidence-gathering uses, a character using the kit adds **S** to Vigilance and Perception checks made while searching a scene using a forensic kit. At the GM's discretion, a kit similar to this could also be used for archaeological digs, with its specialized equipment being adjusted to match.

MERCANTILE DATAPAD

This very useful datapad is loaded with detailed business, law and mercantile information about a certain region of the galaxy and can provide useful insights on the price and availability of products, as well as their relations to the galactic economy and stock markets.

When your character acquires a mercantile datapad, they chose one region of the galaxy - Attican Traverse, Batarian Space, Council Space, Systems Alliance, or Terminus Systems - for the datapad to be programmed for. They add **M** to any Negotiation checks made to sell or buy goods in that region.

PERSONAL TERMINAL

A small computer with a holographic projection screen and interface. While they don't offer the tremendous processing power of a Console Server, Terminals still outclass an omni-tool and offer a more user-friendly, long-term interface.

A terminal serves as a workspace for crafting software (see page 73).

PORTABLE TOOLKIT

In a galaxy dependent on technology, a well stocked toolkit is essential. They are produced by various manufacturers and contain everything needed to maintain gear, vehicles, mechs and weaponry. Most standard kits come with a selection of tools like wrenches, screwdrivers, pliers, but also feature voltmeters, probes, and small arc-cutters and welders.

A portable toolkit provides a character with the equipment needed to make a Mechanics check without penalty.



ITEM ATTACHMENTS

Many soldiers, travelers and mercenaries prefer to customize their gear rather than just relying on stock products.

The following attachments use the Item Attachments and Hard Points rules found on page 206 of the **GENESYS** Core Rulebook. The attachments in this section replace the attachments found in that section.

All weapons and armor in **MASS EFFECT** list a number of hardpoints. You should use these values instead of the rules for determining hard points found on page 206 of the **GENESYS** Core Rulebook.

ARMOR ATTACHMENTS

AUTO INJECTOR

Commonly in use by solo-operatives, this unobtrusive gadget is a small medical monitoring system and injection pump which can help someone stay on their feet during dangerous encounters.

Use With: This attachment can be applied to any armor.

Modifiers: This attachment can be loaded with one dose of medi-gel or a drug of the users choice. As an incidental, the wearer can activate this attachment and apply the loaded item to themselves.

Hard Points Required: 1.

CAMOUFLAGE PAINT

The use of environmentally matching colors and patterns, applied to the armor, makes the wearer a lot harder to see in matching terrain.

Use With: This attachment can be applied to any armor.

Modifiers: When acquiring this attachment, chose an environment it is camouflaged for. While in that environment, add ■ to any Perception or Vigilance checks to detect the wearer and add ■ to any Stealth checks the wearer makes to stay hidden.

Hard Points Required: 1.

TABLE 2-11: ARMOR ATTACHMENTS

ITEM	HP	PRICE	RARITY
Auto Injector	1	2,500	7
Camouflage Paint	0	150	3
Environmental Protection	1	250	4
Enhanced Optics	1	1,500	3
Improved Kinetic Barriers	1	500	6
Integrated Compartments	1	400	4
Jump Jets	2	600	5
Kinetic Exoskeleton	2	2,000	5
Lightweight Materials	2	1,000	8
Reinforced Plating	2	8,000	8
Vacuum Sealed	1	600	4
Weapon Mount	2	1,000	6

ENHANCED OPTICS

Combining various optical enhancements such as passive night vision, thermal and ultrasound imaging, polarized filters and micro radar, this sensorsuit provides the user with exceptional visual improvements.

Use With: This attachment can be applied to any armor that includes a helmet.

Modifiers: Remove ■■ added to the wearer's checks due to smoke or darkness.

Hard Points Required: 1.

ENVIRONMENTAL PROTECTION

Additional radiation shielding, thermal padding, heating or water reclamation systems greatly improve the wearers survivability in unfavorable environments.

Use With: This attachment can be applied to any armor.

Modifiers: When acquiring this attachment, chose one adverse environmental condition (such as extreme cold, extreme heat, radiation, corrosive atmosphere, ...).

Reduce the difficulty of Resilience checks to resist the effects of that environment by one. Remove up to ■■ imposed by that condition.

Hard Points Required: 1.

IMPROVED KINETIC BARRIERS

Strengthened shield generators and with better field distribution and recharge rates improve the defensive abilities of a combat hardsuit.

Use With: This attachment can be applied to any armor which provides at least 1 ranged defense.

Modifiers: The armor increases its ranged defense by 1.

Hard Points Required: 1.

INTEGRATED COMPARTMENT

A hidden compartment within the armor's framework which allows storage of a tool or weapon. This ensures the wearer is never caught off guard.

Use With: This attachment can be applied to any armor and can be applied multiple times.

Modifiers: May holster a tool or weapon of encumbrance 3 or lower in the armor. While holstered, that item does not count toward the character's encumbrance value. Add ■ to any checks made to find the item. The armor also increases its encumbrance by 2.

Hard Points Required: 1.

JUMP JETS

Originally designed as maneuvering jets for EVA operations, stronger powered jump jets were also found to allow brief flight within atmospheres.

Use With: This attachment can be applied to any armor with a rigid carapace.

Modifiers: While wearing the armor, once per encounter the character may activate the jump jets as an out-of-turn incidental. Until the end of their next turn, they may fly and do not suffer damage from falling.

Hard Points Required: 2.

KINETIC EXOSKELETON

This exosuit frame, using mass effect fields in conjunction with hydraulics and actuators, allows the user to lift and carry more mass and for longer periods of time.

Use With: This attachment can be applied to any armor with a rigid carapace.

Modifiers: When wearing this armor, a character increases their encumbrance threshold by 5 and adds ✨ to any Brawn-based checks they make (with the exception of Resilience).

Hard Points Required: 2.

LIGHTWEIGHT MATERIALS

Making use of advanced polymers and slimmer construction reduces the weight and bulk of the armor.

Use With: This attachment can be applied to any armor.

Modifiers: The armor reduces its encumbrance by 2, and it adds one fewer ■ to Coordination and Stealth checks.

Hard Points Required: 2.

REINFORCED PLATING

In direct opposition to the choice of lightweight materials, heavily reinforced armor can provide exceptional defense even against penetrating ammunition.

Use With: This attachment can be applied to any armor.

Modifiers: The armor gains the Reinforced quality and increases its encumbrance by 1.

Hard Points Required: 2.

VACUUM SEALED

By changing out the underlying meshsuit and installing joint seals and special coatings, a full body armored suit can be made impervious to almost any hostile environment. A vacuum-sealed suit protects the wearer from nuclear, biological, and chemical agents; extreme heat or cold and the vacuum of space.

Use With: This attachment can be applied to any armor that covers the entire body and includes a helmet.

Modifiers: While wearing this armor, a character may ignore the effects of vacuum and other hazardous environments for up to two hours.

Hard Points Required: 1.

WEAPON MOUNT

A feature common among Elcor, but also adapted by heavy combat units of the Alliance or Turians, weapon mounts on armor allow attaching a firearm directly to the hardsuit, functioning as a secondary weapon system or in the case of the Elcor, a way to fight with their hands free.

Use With: This attachment can be applied to any armor with a rigid carapace.

Modifiers: Allows the character to mount a single ranged weapon with an encumbrance of up to their Brawn + 1 to the armor. They may aim and fire this weapon without using their hands.

Hard Points Required: 2.

WEAPON ATTACHMENTS

ADVANCED IFF SYSTEM

Making use of a VI linked directly to the targeting and trigger system, this system greatly reduces the likelihood of friendly fire. The weapon takes a moment to scan its surroundings and identify participants in the combat, but once done so, it refuses to allow the weapon to fire when the shot could hit a friendly.

Use With: This attachment can be applied to any ranged weapon.

Modifiers: A character may spend a maneuver during an encounter to activate the target-selection system. If they do, for the remainder of the encounter, the GM cannot spend ☒ from their combat checks to cause the attack to hit an ally engaged with their original target.

Hard Points Required: 2.

BALANCED HILT

An example of excellent craftsmanship, weapons that have been perfectly balanced allow their wielders to strike their targets with greater ease.

Use With: This attachment can be applied to any one-handed Melee weapon.

Modifiers: The weapon gains the Accurate 1 item quality or increases its existing Accurate rating by 1. (If the weapon has the Inaccurate item quality, it reduces that quality's rating by 1, to a minimum of 0, instead.)

Hard Points Required: 1.

BIPOD MOUNT

Bipods are simple, two-legged stands used to stabilize weapons and make them easier to operate. While often considered outdated technology, their simplicity still makes them quite popular.

Use With: This attachment can be applied to any Ranged (Heavy) or Gunnery weapon.

Modifiers: As a maneuver, a character can deploy the bipod, reducing the weapon's Cumbersome or Unwieldy quality by 2, to a minimum of 0, and reducing the weapons encumbrance by 2, to a minimum of 0, while the character fires from a prone position (or can brace the bipod against something solid).

Hard Points Required: 1.

BURST FIRE RECEIVER

By adjusting the weapons field cycle speed, it can be adjusted to fire multiple shots in quick succession.

Use With: This attachment can be applied to any to any ranged weapon that fires projectiles.

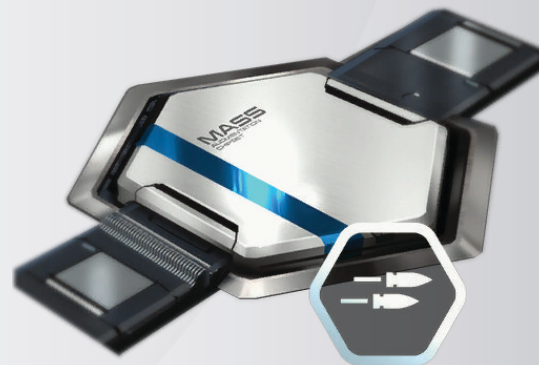
Modifiers: The weapon gains the Linked 2 item quality and reduces its damage by 2. If the weapon has the Auto-fire quality, do not reduce its damage due to this attach

TABLE 2-12: WEAPON ATTACHMENTS

ITEM	HP	PRICE	RARITY
Advanced IFF System	2	1,300 (R)	7
Balanced Hilt	1	1,000	6
Bipod Mount	1	250	2
Burst Fire Receiver	Varies	1,000	4
Charge Capacitors	2	750	6
Close Combat Bayonet	1	250	3
Close Combat Omni-blade	1	450	4
Close Combat Melee Stunner	1	200	3
Enhanced Weight	1	250	2
Extended Barrel	2	1,000	4
Flechette Shaver	2	1,250 (R)	5
ID Lock	1	145	3
Improved Kinetic Coils	1	900	6
Outdated Heatsink	1	200	3
Paired Weapons	1	300	4
Quick-release Holster	1	120	3
Recoil Compensators	1	350	2
Superior Customization	1	750	7
Suppressor	1	100 (R)	4
Tactical Visor	1	800	5
Telescopic Sight	1	200	3
Thermal Scope	1	1,000	5
Ultralight Materials	1	650	6
VI Fire Assist	1	3,500 (R)	7

ment and remove the Auto-fire quality.

Hard Points Required: 0 if the weapon has the Auto-fire quality, otherwise 1.



CHARGE CAPACITORS

Adding an optional capacitor charge loop allows powering up the weapon before shooting, greatly increasing its damage potential at the cost of excess heat generation.

Use With: This attachment can be applied to any ranged weapon that could benefit from charging up.

Modifiers: A character may spend a maneuver to charge the weapon, up to a maximum of 3 charges. For each charge, increase the damage of the next combat check made with that weapon by 2 and add  to the result of the check. The GM may spend  or  from that check to cause the weapon to run out of ammo. Unused charges are lost at the end of an encounter.

Hard Points Required: 2.

CLOSE COMBAT SOLUTION

Recent encounters with the creatures known as Husks have shown that a ranged weapon is easily disadvantaged by foes that can close the distance to the user. This attachment serves as a backup for those situations.

Use With: This attachment can be applied to any ranged weapon that could logically benefit from an attached melee weapon.

Modifiers: When installed, the user chooses one of the following melee weapons. They can then use this secondary profile with their weapon.

- **Bayonet:** (Melee; Damage +1; Critical 3; Range [Engaged]; Pierce 2).
- **Omni-blade:** (Melee; Damage +1; Critical 2; Range [Engaged]; Pierce 1, Vicious 1).
- **Stunner:** (Melee; Damage +1; Critical 5; Range [Engaged]; Disorient 1, Stun 3, Stun Damage).

The weapon increases its encumbrance by 1.

Hard Points Required: 1.



ENHANCED WEIGHT

While the trend goes towards light and portable weaponry, there is still some benefit to some heft, namely the greatly increased energy on impact.

Use With: This attachment can be applied to any Brawl or Melee weapon that deals bludgeoning or crushing damage (not one with a cutting edge).

Modifiers: The weapon increases its damage by 2. The weapon gains the Cumbersome 3 quality, or increases its existing Cumbersome quality by 1.

Hard Points Required: 1.

EXTENDED BARREL

This attachment extends the barrel of the weapon, allowing it to fire its projectiles longer distances.

Use With: This attachment can be applied to any ranged weapon.

Modifiers: The weapon's range increases by one range band, to a maximum of extreme range. The weapon gains the Cumbersome 2 quality or increases its existing Cumbersome quality by 2.

Hard Points Required: 2.

FLECHETTE SHAVER

Using a modified mass effect field generator, this weapon creates flechette projectiles that fragment shortly after leaving the weapon. While this shortens the weapon's range, it allows it to hit targets in a wide spread.

Use With: This attachment can be applied to any ranged weapon that fires projectiles and does not already possess the Blast quality.

Modifiers: The weapon gains the Blast item quality with a rating equal to half the weapon's damage, rounded up. The weapon's range is reduced by one range band, to a minimum of engaged.

Hard Points Required: 2.

ID LOCK

Using fingerprint, or similar biometric technologies, weapons with an ID lock can only be used by the owner for whom they have been programmed.

Use With: This attachment can be applied to any ranged weapon.

Modifiers: This weapon cannot be fired except by its designated user. Unlocking and reprogramming a stolen or otherwise "acquired" weapon requires a **Daunting** () **Computers check**. Your GM may spend  or  from this check to permanently disable the locked weapon, rendering it useless.

Hard Points Required: 1.

IMPROVED KINETIC COILS

Using additional capacitors to allow high energy bursts to the mass effect field generators, this attachment increases the weapon's kinetic output and penetration.

Use With: This attachment can be applied to any ranged weapon that fires projectiles.

Modifiers: The weapon gains the Pierce 1 item quality, or increases its existing Pierce rating by 1.

Hard Points Required: 1.

OUTDATED HEATSINK

This weapon makes use of the old heat vent system in use before the majority of the galaxy adopted thermal clips in 2185.

Use With: This attachment can be applied to any ranged weapon that normally uses thermal clips and does not have the Limited Ammo quality.

Modifiers: When this weapon runs out of ammo, it instead overheats and must vent this heat. It may not be used the following round, but is usable again afterwards. Your GM may spend ☼☼☼ or ☼ to have this weapon run out of ammo.

Hard Points Required: 1.

QUICK-RELEASE HOLSTER

Outfitted with an instant release clip and motion-assisting systems, along with increased readying speed on the weapon's internal servos, these special holsters allow for blindingly fast speeds when readying weapons.

Use With: This attachment can be applied to any Ranged (Light) weapon.

Modifiers: This weapon can be drawn as an incidental rather than as a maneuver.

Hard Points Required: 1.

PAIRED WEAPONS

Some elite operatives like to wield a pistol in each hand, and some flashy mercenaries even prefer to pair a blade with a pistol. This weapon modification balances a pair of weapons, allowing the wielder to use them in perfect tandem.

Use With: This attachment can only be applied to two one-handed weapons at the same time.

Modifiers: When making a two-weapon combat check, reduce the ⚡ required to hit with the secondary weapon by 1.

Hard Points Required: 1 (per weapon).

RECOIL COMPENSATORS

Making use of the internal mass effect field generators to briefly adjust the weapon's mass and reduce its kick upon discharge.

Use With: This attachment can be applied to any ranged weapon that fires projectiles.

Modifiers: The weapon reduces its Inaccurate item quality by 1, to a minimum of 0.

Hard Points Required: 1.

SUPERIOR CUSTOMIZATION

This attachment tweaks a weapon to an individual's specifications, making it an extension of the user rather than a run-of-the-mill weapon.

Use With: This attachment can be applied to any weapon.

Modifiers: This weapon gains the Superior item quality.

Hard Points Required: 1.

SUPPRESSOR

A combination of sound moderator and muzzle flash hider, suppressors are used to reduce the attention a firearm attracts when discharged. Suppressed weapons are often favored by assassins, sharpshooters and intelligence agents.

Use With: This attachment can be applied to any ranged weapon that fires projectiles.

Modifiers: Add ■■ to any Perception or Vigilance checks made to locate a character firing this weapon.

Hard Points Required: 1.

TACTICAL VISOR

Upgrading and linking the weapon's internal targeting system to the users helmet (or a separately worn visor) allows direct feedback for optimal aim.

Use With: This attachment can be applied to any ranged weapon.

Modifiers: The weapon gains the Accurate 1 item quality or increases its existing Accurate rating by 1. (If the weapon has the Inaccurate item quality, it reduces that quality's rating by 1, to a minimum of 0, instead.) This bonus cannot be combined with any other bonus from a different scope or sight.

Hard Points Required: 1.

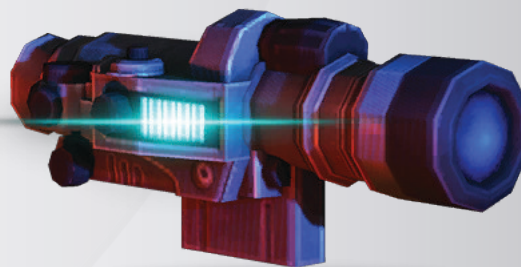
TELESCOPIC SIGHT

A high-magnification scope with multiple levels of zoom and an integrated rangefinder, greatly aiding shots made at longer ranges.

Use With: This attachment can be applied to any Ranged (Heavy) weapon.

Modifiers: Reduce the difficulty of ranged combat checks made with this weapon at long and extreme range by 1. This bonus cannot be combined with any other bonus from a different scope or sight.

Hard Points Required: 1.



THERMAL SCOPE

This scope makes use of IR sensors to allow the user to identify targets by body heat, even in dark or obscured conditions.

Use With: This attachment can be applied to any Ranged (Heavy) weapon.

Modifiers: Allows the user to observe and target enemies who are hidden by solid objects (provided the object is not too thick). Removes up to ■■ imposed by darkness or concealment from ranged combat checks. This bonus cannot be combined with any other bonus from a different scope or sight. The weapon increases its encumbrance by 2.

Hard Points Required: 1.

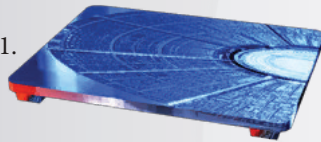
ULTRALIGHT MATERIALS

Replacing pieces of the weapon's frame with low-weight ceramics and nano-polymers greatly reduces its weight.

Use With: This attachment can be applied to any weapon.

Modifiers: The weapon decreases its encumbrance by 1 (to a minimum of 1).

Hard Points Required: 1.



VI FIRE ASSIST

The accompanying system to the Elcor's infamous armor mounted weaponry, these logical systems make use of compiled tactical patterns to evaluate the combat situation and provide the optimal targeting solution.

Use With: This attachment can only be applied weapons mounted on the Weapon Mount armor attachment.

Modifiers: When making an attack with the mounted weapon, the VI performs the Assist maneuver, adding ■ to the check. If the weapon was not used this round, the user may spend AAA or ☉ from any skill check they make to cause the VI to attack a target within the weapon's range. The attack succeeds automatically with one ✨ and no A or ☉. After that, the weapon can not be used until the start of the character's next turn.

Hard Points Required: 1.

CRAFTING

Among the engineers, mechanics and other technically apt characters that travel the Milky Way, many enjoy crafting their own unique pieces of equipment, be it weaponry and armor, tools, software, or medical concoctions.

This section details the general crafting process, its steps and narrative options. All crafting should follow these basic guidelines and mechanical steps, though the narrative description may vary greatly between characters.

DESIGNS

In most cases, a character follows an existing design when creating items, or constructs their own unique variations of existing equipment. They may attempt to craft any item they have a reasonable understanding of, which they may have gained by acquiring blueprints, reverse-engineering existing items or being taught by a professional.

Should your character wish to create a new and unique item, never before seen in the galaxy (or lack any of the previously mentioned insights), your GM may call for a prerequisite knowledge check to draft up a fitting design. This process should take a number of days equal to the rarity of the item.

MATERIALS

Crafting items requires materials. In the Mass Effect setting, most basic components come in the form of omni-gel, a mixture of plastics, ceramics and light alloys, commonly available from any store. While on a civilized world, your character should not need to make Negotiation checks to acquire common materials such as omni-gel.

The cost of raw materials are typically equal to half the cost of the item, and are consumed in the crafting process, whether the check succeeds or fails. The tools used usually don't wear out, unless by some unfortunate mishap.

More complex items may rely on rarer materials however. Medical supplies requires a variety of organic components, mass driver weaponry relies on small amounts of element zero to function. Depending on your circumstances, your GM may require you to make a Negotiation or Streetwise check to first find a vendor that is able to supply the materials for your crafting check.

Your character may also take other measures to acquire materials; they might make a Survival check to for-

age for medicinal herbs or search household trash for components to break into omni-gel, use Mechanics to disassemble existing items or debris into base components, or mine asteroids for metals with an Operating check. The difficulty of these checks is **Average** (◆◆), and your character gains 100 credits worth of appropriate material per uncanceled ✨. Additionally, you may spend ▲ to increase the amount of material gathered by 10% each, and ☸ to make a wondrous discovery, such as rare components or an unexpected item, as approved by your GM.

Your character should rarely find themselves in a situation where the encumbrance of material comes up, but should it become relevant, omni-gel is stored in 1 encumbrance canisters that can hold up to 1,000 credits worth of material. Other materials take up 1 encumbrance for each 100 credits of value.

CONSTRUCTION

With the character in possession of a design and the required materials, as well as a set of appropriate tools, they can proceed to constructing the item. The skill used depends on the item created; most mechanical tools, as well as weapons and armor, are made with Mechanics, software, omni-tools and biotic amps are created with Computers, and medical substances, poisons and drugs are synthesized with Medicine.

The difficulty of the check is determined by the rarity of the item; to determine the number of ◆ in the pool, divide the rarity of the item by 2 and round up. For example, a Mechanics check to craft a standard issue light pistol (rarity 3) is **Average** (◆◆) and the Medicine check to mix some Numbcaine (rarity 2) is **Easy** (◆). Your GM may further modify this difficulty or add □ or ■ to represent the particular circumstances, such as a well stocked workshop or crafting in the middle of a lightning storm.

If the check is successful, your character creates the item. Additionally, you and the GM may spend dice symbols for additional effects, as shown in **Table 2-13: Spending ▲, ☸, ☆ and ✨ on Crafting Checks**. Of course, these effects are only examples, and you and the GM might come up with additional results.

The time required to craft the item depends on its encumbrance; small items (encumbrance 1 or less) require one hour to craft, plus a number of hours equal to the items rarity, any other items require one day to craft, plus a number of days equal to the items rarity. If your character owns a fabricator (see page 66), or has access

TABLE 2-13: SPENDING , , , AND  ON CRAFTING CHECKS

COST	RESULT OPTIONS
 or 	Reduce the time to craft the item by one day, to a minimum of one. (You may select this option multiple times) Your character adds  to their next check using the same skill.
  or 	Your character saves enough materials to reduce the cost of the next similar item they craft by half. Decrease the item's encumbrance by one, to a minimum of 0. When creating omni-tool software, reduce the required slots by one to a minimum of 0. If the item has the Limited Ammo 1 quality or is otherwise limited to a single use, craft one additional identical item. (You may select this option multiple times.)
   or 	Increase the item's hard points by one. Reduce the difficulty of future checks to craft the item by one (to a minimum of Simple (-)).
	The item gains the Superior quality. Increase the value of one numerical benefit of the item by one, or increase the rating of one quality the item possesses by one, excluding damage, critical rating, soak, and defense (e.g., the extra encumbrance capacity a carry bag adds, the slots of an omni-tool, etc.). Increase the narrative benefit of the item, or add a new narrative effect, as approved by your GM.
 	The item gains one other item quality, subject to your GM's approval. (You may only select this option once.)
 or 	Increase the time to craft the item by one day. (You may select this option multiple times.) Add  to the next crafting check the character makes.
  or 	Increase the item's encumbrance by one. Your character must purchase additional materials worth half of the original component cost.
   or 	If the item is a weapon, it gains the Inaccurate 1 quality. Decrease the item's hard points by one, to a minimum of 0. Your character's tools are ruined in the process and must be replaced.
	The item gains the Inferior quality. Whenever the item is damaged, it is damaged one additional step.
 	There is a terrible accident, and your character suffers a Critical Injury or, at the GM's discretion, some related narrative event of equal distress occurs (your character's workshop is damaged, the created item is damaged, the weapon discharges and hits a bystander, etc.)

to one in the workshop they are using, they may use it to halve the time of the crafting process. For any items of Silhouette 2 or larger (such as mechs or vehicles), refer to **Table 2-14: Silhouette Crafting Modifiers** for the amount they increase the time taken by.

TABLE 2-14: SILHOUETTE CRAFTING MODIFIERS

SILHOUETTE	TIME TO CRAFT
2 - 3	Time x 2
4	Time x 5
5 - 6	Time x 15
7 - 8	Time x 30
9+	Time x 50

CHAPTER 3: SHIPS AND VEHICLES

In a populated galaxy, with civilizations all over its rim, transportation is essential. The following section provides generalized profiles for a variety of vehicles characters in the Mass Effect setting may encounter and acquire.

VEHICLES PROFILES

The following vehicle profiles are to represent some examples of vehicles in the Mass Effect setting.

Note that due to a limited representation in the source material, some additional vehicles and ship classes have been added to provide a palette of vehicles more appropriate to a smaller party.

GROUND VEHICLES

CREWED MECH

Example Models: Atlas, Triton ADS

While not as often employed as the automated VI-controlled mechs, these large walkers are powerful combat units that can do tremendous damage to infantry units.

2	1	-2	DEFENSE 1	ARMOR 2
SILHOUET	MAX SPEED	HANDLINE	HT THRESHOLD 6	SS THRESHOLD 5

Control Skill: Driving.

Complement: 1 pilot.

Passenger Capacity: 0.

Price/Rarity: 25,000 credits/6.

Encumbrance Capacity: 10.

Consumables: 2 days.

Hard Points: 2.

Weapons: Unguided rocket launcher (Fire Arc Forward; Damage 3; Critical 4; Range [Extreme]; Blast 3, Breach 2, Inaccurate 1, Slow-Firing 1).

Machine Gun (Fire Arc Forward; Damage 12; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 3, Vicious 2).

Mechanical claw (Driving; Fire Arc Forward; Damage 9; Critical 4; Range [Engaged]; Ensnare 2, Knockdown, Personal Scale).

You will also find a variety of attachments to outfit and improve those vehicles with additional modifications and weaponry

MILITARY VEHICLES AND CIVILIANS

Traditionally, no normal civilian is permitted to own a tank with intact weaponry, as there is simply no reason for them to. In order to prevent every vehicle in this section from being marked as restricted, consider the following ruling when it comes to these vehicles:

If the characters are not of military background or part of a mercenary organization, they may still purchase military ground vehicles, but will receive them with the weapons removed or made unusable. Whether this condition remains for long is of course up to the PCs.

When it comes to spacecraft, even personnel transport or freighters may be equipped with some simple self-defense weaponry to ward against pirates, but missiles and heavy accelerator weaponry is still considered military-use and requires a license (or the ignorance of Citadel Space laws).



EXPLORATION ROVER

Example Models: ND1 Nomad

Designed for planetside exploration, these quick, wheeled vehicles are outfitted with all-terrain drive, boosters, and partial lifesupport systems.

2	3	0	DEFENSE 1	ARMOR 1
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 6	SS THRESHOLD 7

Control Skill: Driving.
Complement: 1 driver.
Passenger Capacity: 3.
Price/Rarity: 20,000 credits/4.
Encumbrance Capacity: 25.
Consumables: 1 week.
Hard Points: 1.
Weapons: None.

HEAVY INFANTRY FIGHTING VEHICLE

Example Models: M29 Grizzly, Krogan Tomkah

These heavy duty combat vehicles are designed to carry soldiers around combat zones and offer fire-support. Their large size stems from the heavy armor plating they are outfitted with, which renders any personal arms ineffectual, though it leaves them with a rather cramped and uncomfortable interior. Then again, military transport was never about comfort.

3	2	-1	DEFENSE 2	ARMOR 4
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 13	SS THRESHOLD 12

Control Skill: Driving.
Complement: 1 driver, 1 gunner.
Passenger Capacity: 10.
Price/Rarity: 50,000 credits/5.
Encumbrance Capacity: 50.
Consumables: 5 days.
Hard Points: 2.
Weapons: Turret-mounted heavy accelerator cannon (Fire Arc All; Damage 6; Critical 4; Range [Extreme]; Breach 2)
 Coaxial machinegun (Fire Arc All; Damage 12; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 3, Vicious 2).

HOVERTANK

Example Models: M-44 Hammerhead

A more unique approach to replacing wheeled and tracked vehicles, hovertanks have the advantage of being able to navigate nearly any terrain with ease. The downside however is their high energy consumption and tendency to overheat, which makes them unsuitable to

long-term missions.

Hovertanks ignore ■ added to Driving checks due to uneven terrain, can hover over water and across narrow crevices.

2	3	+1	DEFENSE 1	ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 8	SS THRESHOLD 6

Control Skill: Driving.
Complement: 1 driver, 1 gunner.
Passenger Capacity: 2.
Price/Rarity: 70,000 credits/7.
Encumbrance Capacity: 20.
Consumables: 3 days.
Hard Points: 1.
Weapons: Forward-mounted missile cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Extreme]; Breach 1, Guided 3).

LIGHT INFANTRY FIGHTING VEHICLE

Example Models: M35 Mako

Smaller, lighter and faster than its heavy variant, the light IFV was designed to allow rapid deployment and transport within the cargo bays of smaller ships such as frigates. Its increased maneuverability stems from a refined thruster system and integrated mass effect field generator which also allows the vehicle to be airdropped relatively safely.

2	3	0	DEFENSE 2	ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 10	SS THRESHOLD 10

Control Skill: Driving.
Complement: 1 driver, 1 gunner.
Passenger Capacity: 2.
Price/Rarity: 60,000 credits/6.
Encumbrance Capacity: 25.
Consumables: 5 days.
Hard Points: 2.
Weapons: Turret-mounted accelerator cannon (Fire Arc All; Damage 5; Critical 4; Range [Extreme]; Breach 1)
 Coaxial machinegun (Fire Arc All; Damage 12; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 3, Vicious 2).

SHUTTLES AND TRANSPORT

CARGO SHUTTLE

These bulky freight shuttles serve as small distance cargo transports or assist in unloading the very large freight-cruisers that are incapable of atmospheric entry. Their mid-range size allows them to still fit on landing plat-

forms but also makes them compatible with magnetic arm tether systems found more commonly on space stations.

3	2	-2	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	0	2
			HT THRESHOLD	SS THRESHOLD
			16	12

Control Skill: Operating.

Complement: 1 pilot, 1 co-pilot/cargo master.

Passenger Capacity: 0.

Price/Rarity: 40,000 credits/4.

Encumbrance Capacity: 60.

Consumables: 2 weeks.

Hard Points: 3.

Weapons: None.

DROPSHUTTLE

Example Models: UT-47 Kodiak, Andromeda SH3

Dropshuttles are personnel carriers that offer interplanetary transport with limited FTL capabilities. The detriments of their blocky shape and high weight are canceled by a powerful eezo core, allowing the ship to fly despite the laws of physics. It's tough armor, strong barrier generators and life support systems unfortunately leave little space for control assisting systems, making them difficult to handle. Despite this, they are still the most popular deployment method among most any military, mercenary faction or law enforcement community.

Control Skill: Piloting.

3	3	-1	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	2	2
			HT THRESHOLD	SS THRESHOLD
			15	14

Complement: 1 pilot, 1 co-pilot.

Passenger Capacity: 8.

Price/Rarity: 65,000 credits/6.

Encumbrance Capacity: 25.

Consumables: 4 days.

Hard Points: 2.

Weapons: None.

HEAVY FREIGHTER

Example Models: Athabasca-class, Ballard-class

These large transport ships traverse the galaxy carrying masses of cargo between planets. From collecting produce from highly industrialized worlds to supplying new colonies with equipment housing, there are few things that wouldn't fit within the ship.

While its length is similar to that of the smaller freighters, its cargo capacity is increased greatly due to fielding twice the amount of modular containers in a

stacked arrangement. Unfortunately this greatly impacts the ship's maneuverability. Freighter captains often make use of shuttles to deliver their cargo planet-side, rather than put these vehicles under the stress of atmospheric entry.

5	2	-4	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	0	3
			HT THRESHOLD	SS THRESHOLD
			35	20

Control Skill: Operating.

Complement: 1 pilot, 1 co-pilot, 1 cargo master, up to 3 crew.

Passenger Capacity: 0.

Price/Rarity: 500,000 credits/4.

Encumbrance Capacity: 2400 (200 per cargo pod).

Consumables: 3 months.

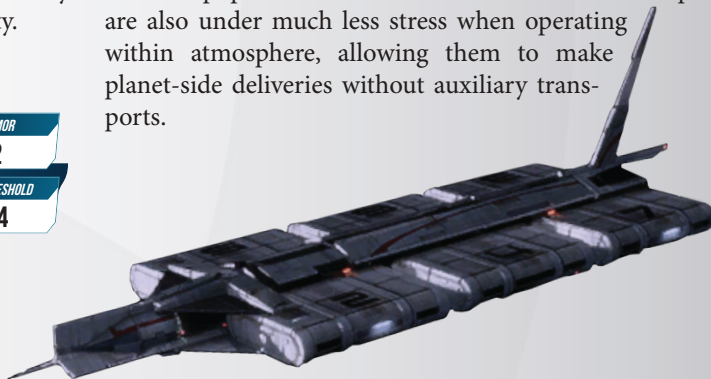
Hard Points: 2 (for two cargo pods removed, add 1).

Weapons: None.

LIGHT FREIGHTER

Example Models: Kowloon-class

The smaller cousin of the heavy freighter, these models do not use two levels of cargo containers. This reduces their profile, improves their thrust-to-mass ratio and has them require smaller eezo cores, therefore making them far more popular for short distance transfer. These ships are also under much less stress when operating within atmosphere, allowing them to make planet-side deliveries without auxiliary transports.



VEHICLES AND WEAPON RANGE

The vehicles displayed here follow the rules starting on page 220 of the **GENESYS** Core Rulebook, including the ones that denote weapons and their ranges. As the Mass Effect setting features an extensive set of space vehicles and space combat however, consider the ranges of all space-vehicle weapons to be far greater than those of planetary craft. There is no exact conversion, but should you need to make a distinction, consider short range in space combat to equate to long or extreme range at personal scale.



Control Skill: Operating.
Complement: 1 pilot, 1 co-pilot, 1 cargo master.
Passenger Capacity: 0.
Price/Rarity: 300,000 credits/4.
Encumbrance Capacity: 1200 (200 per cargo pod).
Consumables: 3 months.
Hard Points: 1 (for each cargo pod removed, add 1).
Weapons: None.

PASSENGER LINER

Ranging from normal, interplanetary, transport vessels to luxury liners that tour the sights of the galaxy, these vessels are designed for comfortable travel. While their outside appearances and internal layout may differ greatly between models, their overall resilience, speed and performance be represented by this profile.



Control Skill: Operating.
Complement: 1 pilot, 1 co-pilot, 1 engineer, 10 crew.
Passenger Capacity: 25 (luxury liner) or 50 (transport).
Price/Rarity: 250,000 credits/6.
Encumbrance Capacity: 80.
Consumables: 1 month.
Hard Points: 3.
Weapons: Two dorsal turret-mounted accelerator cannons (Fire Arc All; Damage 5; Critical 4; Range [Short]; Breach 1) .

SKYCAR

Example Models: X3M

The most common vehicle traveling around the Citadel, as well as many other civilized worlds such as Illium, skycars are the most common mode for transportation. Whether privately owned, or in the form of automated taxis or rentable public transit, thousands of these vehicles carry people around the galactic metropolises. They are able to fly up to a few hundred meters above the ground and are outfitted with vacuum seals for short-term operation outside a planet's or station's atmosphere.



Control Skill: Piloting.
Complement: 1 driver or autopilot.

Passenger Capacity: 3.
Price/Rarity: 12,000 credits/3.
Encumbrance Capacity: 10.
Consumables: None.
Hard Points: 0.
Weapons: None.

FIGHTERS, PATROLS AND SCOUTS

FIGHTER

Example Models: F-61 Trident

These lightweight, maneuverable vessels are designed for combat against capital ships. Deployed in squadrons from their carriers, they are used in risky assault maneuvers, breaking through point defense systems and delivering their lethal payloads.



Control Skill: Piloting.
Complement: 1 pilot.
Passenger Capacity: 0.
Price/Rarity: 70,000 credits (R)/6.
Encumbrance Capacity: 10.
Consumables: 2 days.
Hard Points: 1
Weapons: Forward automatic accelerator cannon (Fire Arc Forward; Damage 2; Critical 5; Range [Short]; Auto-fire).
 Disruptor torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 4, Breach 6, Guided 2, Limited Ammo 6, Phasic 2, Vicious 1).

GUNSHIP

Example Models: A-61 Mantis

Gunships are highly configurable weapons platforms designed to be fit into a variety of roles on the battlefield depending on their equipment. Ranging from anti-personnel gunship, over strategic bomber to transport, these vehicles can be adapted to fit the mission in a matter of hours. While these vehicles are capable of operating in space, they possess no FTL capabilities and can not use mass relays.

Gunship weaponry use personal scale range bands.



Control Skill: Piloting.
Complement: 1 pilot, 1 co-pilot/gunner.
Passenger Capacity: 6.

Price/Rarity: 70,000 credits/6.

Encumbrance Capacity: 8.

Consumables: 2 days.

Hard Points: 3

Weapons: Forward automatic accelerator cannon (Fire Arc Forward; Damage 2; Critical 5; Range [Long]; Auto-fire).

Unguided rocket launcher (Fire Arc Forward; Damage 3; Critical 4; Range [Extreme]; Blast 3, Breach 2, Inaccuracy 1, Slow-Firing 1).

ADDITIONAL RULES

Variable Loadout: Gunships can be equipped with a diverse set of weapons or hull modifications. The following examples display some of the possible configurations and their additional costs.

- **Bomber:** The gunship gains the following weapon, occupying 2 hard points and reducing its passenger capacity to 0:

Ventral bomb bay - can only be used against surface targets (Fire Arc Down; Damage 8; Critical 3; Range [Short]; Blast 7; Breach 6; Limited Ammo 10).

Price/Rarity: 9,000 credits (R)/6

- **Carrier:** The gunship can transport a single silhouette 2 vehicle or mech on a ventral attachment point which occupies 2 hard points. The pilot may deploy the vehicle or mech as an incidental. While carrying a vehicle, the gunship's handling is reduced by 2.

Price/Rarity: 3,000 credits/4

- **Dropship:** The gunship increases its passenger capacity to 10, reduces its hard points by 2 and gains the following weapons:

Two machinegun turrets (Fire Arc All; Damage 12; Critical 3; Range [Long]; Auto-fire, Personal Scale, Pierce 3, Vicious 2).

Price/Rarity: 8,000 credits/5

INTERCEPTOR

Optimized for the defense of capital ships against fighters and their destructive torpedoes, interceptors are fast, highly maneuverable and outfitted with weaponry that can easily tear apart small vessels.

3	5	+2	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	2	1
			HT THRESHOLD	SS THRESHOLD
			7	12

Control Skill: Piloting.

Complement: 1 pilot.

Passenger Capacity: 0.

Price/Rarity: 65,000 credits (R)/6.

Encumbrance Capacity: 8.

Consumables: 2 days.

Hard Points: 1

Weapons: Forward automatic accelerator cannon (Fire Arc Forward; Damage 2; Critical 5; Range [Short]; Auto-fire).

Twin concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 6, Breach 3, Guided 3, Limited Ammo 6, Linked 1, Slow-firing 1).

PATROL CORVETTE

A mainstay in the Citadel Defense Fleet and most species militaries and colony fleets, these vessels are mostly used to display presence in colonized systems and act as minor defense forces around small colonies and larger space stations. Carrying a small complement of officers and marines, and outfitted with a surprising amount of firepower for a ship its size, these patrol boats are to show force within colony space against pirates, slavers and foreign militaries.

4	3	0	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	2	3
			HT THRESHOLD	SS THRESHOLD
			22	16

Control Skill: Operating.

Complement: 1 pilot, 1 co-pilot, 2 gunners, 1 comms operator/engineer.

Passenger Capacity: 4 marines.

Price/Rarity: 220,000/6.

Encumbrance Capacity: 30.

Consumables: 3 months.

Hard Points: 2.

Weapons: Forward heavy accelerator cannon (Fire Arc Forward; Damage 6; Critical 4; Range [Medium]; Breach 2).

One starboard and one port turret-mounted accelerator cannon (Fire Arc Starboard or Port; Damage 5; Critical 4; Range [Medium]; Breach 1).

Disruptor torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 4, Breach 6, Guided 2, Limited Ammo 6, Phasic 2).

SURVEY CORVETTE

Example Models: Andromeda Tempest (custom built)

These exploration and survey ships were built en masse in the early years of colonization. Designed to chart new systems, explore beyond unknown relays and find habitable planets, they are outfit with long-term lifesupport systems and advanced scanners and probe launch bays.

A survey corvette is outfitted with the Advanced Sensors Suite (Terrain) attachment, occupying 1 of its 4 hard points.

4	4	-1	DEFENSE 2	ARMOR 2
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 16	SS THRESHOLD 14

Control Skill: Operating or Piloting.

Complement: 1 pilot, 1 co-pilot, 1 comms/sensor operator, 1 engineer.

Passenger Capacity: 3.

Price/Rarity: 180,000/5.

Encumbrance Capacity: 60.

Consumables: 6 months.

Hard Points: 4.

Weapons: Twin accelerator cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Medium]; Breach 1, Linked 1).

Concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 6, Breach 3, Guided 3, Limited Ammo 6, Slow-firing 1).



CRUISER

Example Models: Geneva-class, Hensa-class

The middle-weight class of capital ships, cruisers form the majority of all galactic navies. With powerful hull, shields and armaments, they are able to cause large amounts of damage in fleet battle and orbital assaults, which still remaining more maneuverable than their dreadnoughts. Beyond their role as the main force in major fleet engagements, they serve as symbols of power in colonized space and remote systems, leading campaigns against pirates and casting an aura of authority and protection.

All cruisers are outfitted with the GARDIAN Laser attachment, occupying 2 of their 4 hard points.

7	2	-2	DEFENSE 2	ARMOR 7
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 80	SS THRESHOLD 40

Control Skill: Operating.

Complement: 1,800 officers and enlisted crew.

Passenger Capacity: 160 marines.

Vehicle Complement: 8 fighters.

Price/Rarity: 7,200,000 credits (R)/6.

Encumbrance Capacity: 3,400.

Consumables: 1 year.

Hard Points: 4.

Weapons: Three forward magnetic-hydrodynamic cannons (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Breach 3, Slow-firing 2).

Four dorsal and four ventral turret-mounted heavy accelerator cannons (Fire Arc All; Damage 6; Critical 4; Range [Medium]; Breach 2).

GARDIAN laser network (Computers; Fire Arc All; Damage 6; Critical 6; Range [Engaged]; Accurate 1, Phasic 4).

ADDITIONAL RULES

Massive 1: When making an attack targeting this vessel, treat the Critical rating of any weapons used as 1 higher.

CAPITAL SHIPS

FRIGATE

Example Models: Normandy-class

Frigates are light escort and scouting vessels designed to function as anti-fighter defense for larger capital ships. Outfitted with large drivecores and thrusters, powerful sensor arrays and light armaments, they function to support the remainder of the fleet with tactical information, dismantle enemy fighter squadrons and attack unprotected enemy capital ships in small flotillas of four to six. Due to their lower weight and profile, they are the only capital ships capable of landing on planets, even those with high gravity.

Frigates are typically outfitted with the Advanced Sensors Suite (Tactics) and GARDIAN Laser attachments, occupying 3 of their 4 hard points.

5	3	0	DEFENSE 2	ARMOR 5
SILHOUETTE	MAX SPEED	HANDLING	HT THRESHOLD 50	SS THRESHOLD 30

Control Skill: Operating.

Complement: 40 to 80 officers and enlisted crew.

Passenger Capacity: 8 to 24 marines.

Price/Rarity: 3,200,000 credits/6.

Encumbrance Capacity: 300.

Consumables: 8 months.

Hard Points: 4.

Weapons: Twin heavy accelerator cannons (Fire Arc Forward; Damage 6; Critical 4; Range [Medium]; Breach 2, Linked 1).

Two starboard and two port accelerator cannons (Fire Arc Starboard or Port; Damage 5; Critical 4; Range

CARRIER

These massive, dreadnought-sized vessel are a recent addition to fleet engagements. Introduced by humanity, transposing the concept of naval warfare into space, these ships are designed to host countless squadrons of fighters, bombers and interceptors as their main armament, deploying them to attack enemy capital ships and protect their own fleets against incoming small craft. Carriers stay mostly clear of the battle after deploying their complements, as their flight deck configurations leave them with comparatively little armor compared to other capital ships.

All carriers are outfitted with the GARDIAN Laser attachment, occupying 2 of their 3 hard points.

8	2	-3	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	2	7
			HT THRESHOLD	SS THRESHOLD
			90	50

Control Skill: Operating.

Complement: 2,300 officers, pilots and enlisted crew.

Passenger Capacity: 800 marines.

Vehicle Complement: 56 fighters, 44 interceptors and 24 gunships.

Price/Rarity: 26,000,000 credits (R)/7.

Encumbrance Capacity: 7,500.

Consumables: 1 year.

Hard Points: 3.

Weapons: Four starboard and four port turret-mounted twin heavy accelerator cannons (Fire Arc Forward, Starboard and Aft or Forward, Port and Aft; Damage 6; Critical 4; Range [Medium]; Breach 2, Linked 1).

GARDIAN laser network (Computers; Fire Arc All; Damage 6; Critical 6; Range [Engaged]; Accurate 1, Phasic 4).

ADDITIONAL RULES

Massive 1: When making an attack targeting this vessel, treat the Critical rating of any weapons used as 1 higher.

DREADNOUGHT

Example Models: Everest-class, Kilimajaro-class

The largest ships employed in any space navy, dreadnoughts are up to a kilometer long, and field a main cannon of near similar length, which accelerates its metal slugs to partial lightspeed velocities. Given their size, these ships are incapable of atmospheric entry and planetary landing, and unlike most other space vessels make use of deck arrangements perpendicular to their axis. The number of dreadnoughts in any navy is limited by the Treaty of Farixen (though it is only ratified by the Citadel species).

All dreadnoughts are outfitted with the GARDIAN Laser attachment, occupying all of their 2 hard points.

8	1	-3	DEFENSE	ARMOR
SILHOUETTE	MAX SPEED	HANDLING	3	9
			HT THRESHOLD	SS THRESHOLD
			120	50

Control Skill: Operating.

Complement: 3,200 officers and enlisted crew.

Passenger Capacity: 360 marines.

Vehicle Complement: 12 fighters and 8 interceptors.

Price/Rarity: 70,000,000 credits (R)/8.

Encumbrance Capacity: 4,800.

Consumables: 1 year.

Hard Points: 2.

Weapons: Spinal main cannon (Fire Arc Forward; Damage 15; Critical 3; Range [Extreme]; Breach 4, Slow-firing 2, can only be used medium range or beyond).

Six forward, six starboard and six port twin magnetic-hydrodynamic cannons (Fire Arc Forward, Starboard or Port; Damage 11; Critical 3; Range [Long]; Breach 3, Slow-firing 2, Linked 1).

Twenty dorsal and twenty ventral turret-mounted twin heavy accelerator cannons (Fire Arc All; Damage 6; Critical 4; Range [Medium]; Breach 2, Linked 1).

GARDIAN laser network (Computers; Fire Arc All; Damage 6; Critical 6; Range [Engaged]; Accurate 1, Phasic 4).

ADDITIONAL RULES

Massive 2: When making an attack targeting this vessel, treat the Critical rating of any weapons used as 1 higher.

Inspiring Presence 3: When this vessel is in active combat with the enemy, all allies add  to any Cool or Discipline checks to resist fear caused by the battle.

VEHICLE ATTACHMENTS

Vehicles are just as variable and customizable as most other pieces of technology in the Mass Effect setting. Many starships or ground vehicles receive special equipment or outfits depending on the missions they undertake, and some questionable individuals enjoy loading their vehicles with a variety of extra systems and weaponry.

Vehicle attachments work much in the same way as item attachments. They require a number of hard points, found in the vehicles profile and may have additional limitations regarding their application. Installing attachments may take some time at the GM's discretion, based on the size of the vehicle and extensiveness of the modification. Some may merely require mounting, whereas others require major reworks to hull and system structure.

VEHICLE ATTACHMENTS

ADVANCED SENSOR SUITE

Upgrading the vehicles existing sensors and outfitting it with VI evaluation systems assists operators in tactical, terrain or lifeform scans (depending on the variation of the suite).

Use With: This attachment can be applied to any vehicle.
Modifiers: When acquiring this attachment, choose one variation of the suite, Terrain, Lifeforms or Tactics. While making use of the sensors, add  to all Knowledge (PhysSci), Knowledge (LifeSci) or Knowledge (Warfare) checks respectively. This attachment can be purchased multiple times to add the other suites.

Hard Points Required: 1 (for the initial sensors), 0 (for additional variations of the suite).

AMPHIBIOUS MODIFICATION

Outfitting the vehicle with atmospheric seals and pressure reinforcement, as well as electrolyzing intake systems and trust shrouds allows it to operate underwater. While still not as adapted like a designated submarine vehicle, it is a common modification for survey ships and Hanar vessels of the Illuminated Primacy.

Use With: This attachment can be applied to any vehicle of silhouette 5 or lower.

Modifiers: The vehicle can land on water and operate underwater without penalty.

Hard Points Required: 1.

ARMORED COMPUTER CORE

By wrapping the central data core of the vehicle in layers of heavy protective armor it is reinforced to survive even

TABLE 3-1: VEHICLE ATTACHMENTS

ITEM	HP	PRICE	RARITY
Advanced Sensor Suite	1	3,500	5
Amphibious Modification	1	1,000 x Silhouette	6
Armored Computer Core	0	1,500	4
Autopilot VI	0	6,000	5
Decoy Buoy	0	5,000	5
Encrypted Comms Array	1	10,000 (R)	8
GARDIAN Lasers	2	3,500 x Silhouette	3
Helios Thruster Modules	1	4,500	6
Internal Emission System	2	20,000 (R)	8
Internal Hangar Bay	1	5,000 x Silhouette	3
Structural Reinforcement: Cyclonic Barriers	2	3,800	6
Structural Reinforcement: Hardened Superstructure	2	2,500	4
Structural Reinforcement: Redundant Circuitry	2	4,500	5
Structural Reinforcement: Silaris Armor	2	4,000 x Silhouette	5
Targeting Assistance VI	0	4,000	6
Upgraded Weapons	Varies	Varies	Varies

beyond the vehicles complete destruction. This allows for system data and logs to be recovered from a complete wreckage.

Use With: This attachment can be applied to any vehicle with a computer system.

Modifiers: The vehicle's computer will remain intact even after a Vaporized critical hit result.

Hard Points Required: 0.

AUTOPILOT VI

A simple VI system designed to perform basic maneuvers with the vehicle, though it is no replacement for a skilled pilot.

Use With: This attachment can be applied to any vehicle.

Modifiers: The VI can perform Driving, Operating or Piloting checks with a skill rank of 2 and 0 in their respective characteristic (in effect this means it rolls  for these checks); may be summoned to the owners position.

Hard Points Required: 0.

DECOY BUOY

Popular among smugglers, pirates and other characters on the run from law enforcement, these devices are often custom build from scrap pieces. Broadcasting a fake transponder signal and using a small internal fusion generator to mimic thruster output and project heat signatures, they are used to create a fake target for pursuers and throw them off course, though the charade falters at any visual inspection.

Use With: This attachment can be applied to any starship.

Modifiers: A decoy buoy can be jettisoned as an action. It appears as a ship to the sensors of any surrounding vessels and can optionally broadcast a distress signal. Determining a buoy as fake requires a **Hard** (◆◆◆) **Computers check** or getting into visual range (short-range) with the buoy.

Hard Points Required: 0.

ENCRYPED COMMS ARRAY

These custom arrays are tuned to heavily encrypted channels on the extranet grid, allowing effortless access and near perfect communication safety within these channels. Due to each being custom made and using complex technology and violating extranet laws, these suites are only used by intelligence agencies, information brokers and advanced para-military forces.

Use With: This attachment can be applied to any vehicle.

Modifiers: Grants access to the unique network it was tuned to, such as broker channels, intelligence servers or pirate networks. Adds ■■ to all Knowledge (Underground) checks made in these networks. Any attempt to intercept and decrypt these messages requires a **Formidable** (◆◆◆◆) **Computers check**.

Hard Points Required: 0.

GARDIAN LASERS

The **General Area Defense Integration Anti-spacecraft Network** is a shipboard system installed on all major capital ships. An array of laser turrets designed to intercept enemy missiles and fighters, controlled mostly by automated computer systems (though it requires an operator to identify and designate threats).

The Salarian Union and Geth vehicles make use of UV lasers instead of infrared spectrum, increasing their range at the cost of reliability. They add ☼ to any check made with the system.

Use With: This attachment can be applied to any starship of silhouette 4 or larger.

Modifiers: An operator may perform the “Intercept Projectiles” vehicle action (see page 229 of the **GENESYS** Core Rulebook) with the GARDIAN system by making a **Hard** (◆◆◆) **Computers check**. If successful, instead

of the normal effect, upgrade the difficulty of all incoming attacks made with rockets, missiles or torpedoes once per uncanceled ☼.

Alternatively, the operator may use the GARDIAN system as a vehicle weapon with the following profile (Computers; Fire Arc All; Damage 6; Critical 6; Range [Engaged]; Accurate 1, Phasic 4). The Salarian and Geth GARDIAN systems can be used up to short range.

If any check using the GARDIAN system generates ☼☼☼ or ☼, the system overheats and may not be used for 2 rounds.

Hard Points Required: 2.

HELIOS THRUSTER MODULES

An advanced concept for maneuvering thrusters, the Helios modules make use of a metastable, metallic hydrogen for fuel instead of the common H₂/O₂ fuel tanks. The system greatly increases fuel efficiency and provides the pilot with faster and more precise maneuvering capabilities.

Use With: This attachment can be applied to any starship.

Modifiers: Increase the vehicle's handling by 1.

Hard Points Required: 1.

INTERNAL EMISSION SYSTEM

Long thought impossible, “stealth” technology in starships was finally achieved as part of a Human and Turian joined initiative. This system negates a vehicle's thermal output by storing all excess thermal energy in heatsinks spread throughout the hull to be released later, rendering it invisible to the scanning systems of other vessels. The system has an operational time limit, as the heatsinks would eventually cook the ship's insides and crew.

Use With: This attachment can be applied to any starship.

Modifiers: Allows the ship to enter silent running, rendering it invisible to enemy sensors, though it remains detectable by visual inspection at short range. After about 3 hours, the system must be shut off to vent excess thermal energy, otherwise the vehicle suffers 2 system strain at the start of every round and all crew and passengers suffer 2 wounds at the start of their turn. Venting the excess thermal energy takes the same time the vehicle spent in silent running.

Hard Points Required: 1.

INTERNAL HANGAR BAY

Many vehicles that feature larger cargo bays can be converted to possess an internal hangar by adding atmospheric rayshielding and docking systems.

Use With: This attachment can be applied to any vehicle of silhouette 4 or larger.

Modifiers: Allows the vessel to store and deploy smaller vehicles (with a silhouette of 2 smaller than the carrier vehicle) from its cargobay. The maximum combined total silhouette of all stored vehicles is dependent on the carrier's silhouette: Silhouette 4 vehicles can store a total silhouette of 2, silhouette 5 vehicles can store a total silhouette of 5, silhouette 6 vehicles can store a total silhouette of 20, silhouette 7 and above vehicles can store a total of 60. For each point of silhouette stored, decrease the carrier vehicle's encumbrance capacity by 20.

Hard Points Required: 2.

STRUCTURAL REINFORCEMENT

This encompasses a variety of upgrades that can be made to the vehicles structure, improving its survivability. Each of these attachments can only be added once.

Use With: This attachment can be applied to any vehicle that can logically benefit from the individual attachment.

Modifiers: When acquired, choose one of the following.

- **Cyclonic Barriers:** Increase the vehicles defense by 1.
- **Hardened Superstructure:** Increase the vehicle's hull trauma threshold by 3.
- **Redundant Circuitry:** Increase the vehicle's system strain threshold by 3.
- **Silaris Armor:** Increase the vehicle's armor by 1.

Hard Points Required: 2.

TARGETING ASSISTANCE VI

This VI system is designed to assist vehicle gunners with target acquisition, lead and ballistic mechanics. While some criticize it for interfering with a gunners natural ability, most are quite content with the assistance the system provides.

Use With: This attachment can be applied to any vehicle that is equipped with weapons.

Modifiers: Upgrade the ability of all Gunnery checks made to fire the vehicle's weapons by one.

Hard Points Required: 0.

UPGRADED WEAPONS

This is the simple act of improving a vehicles combat capabilities by adding or replacing weapon systems. The weapons that can be added are dependent on the silhouette and type of the vehicle. Further information on vehicle weapons can be found in the following section.

Use With: This attachment can be applied to any vehicle.

Modifiers: Chose one weapon from **Table 2-16: Vehicle Weapons** to be added to the vehicle, or to replace an existing weapon. Traditionally, weapons added this way are mounted on turrets, allowing them to cover all firing arcs. Weapons can also be added as twinned or quad systems,

gaining the Linked 1 or Linked 3 quality respectively at double or quadruple the cost. All vehicle weapons are fired with the Gunnery skill.

Hard Points Required: 1 (when adding a weapon), 0 (if replacing an existing weapon system).

VEHICLE WEAPONS

ACCELERATOR CANNONS

Using mass effect fields to accelerate metal slugs to incredibly high velocities, imbuing them with energy to rival that of a nuclear warhead. These cannons come in normal or heavy variants, the latter using stronger coils but requiring more power.

When mounted on planetary vehicles, the range of these weapons changes to extreme.

AUTOMATIC ACCELERATOR CANNONS

Working on the same principle as any other mass accelerator weapons, but using far smaller projectiles and much higher fire-rates, these auto-cannons are designed for anti-fighter combat.

When mounted on planetary vehicles, the range of these weapons changes to long.

CONCUSSION MISSILES

Explosive missiles outfitted with precision guidance systems that home in on targets and detonate, using their conventional high-explosive warheads to cause concussive and thermal damage to all targets in their effective zone, while remaining far cheaper than the eezo-loaded disruptor torpedoes.

Concussion missiles can only be mounted on starships. Additional missiles cost 800 credits each.

DISRUPTOR TORPEDOES

A warhead loaded with element zero, which generates and random, fluctuating mass effect field on its impact point, ripping a target apart. These weapons are deployed from fighters and light capital ships but are only effective at short ranges, and while they can easily pierce kinetic barriers, they are still interceptable by defensive systems such as GUARDIAN lasers.

Disruptor torpedoes can only be mounted on starships. Additional torpedoes cost 2,000 credits each.

TABLE 3-2: VEHICLE WEAPONS

NAME	VALID SILHOUETTE	DAM	CRIT	RANGE	PRICE	RARITY	SPECIAL
Accelerator Cannon	2-10	5	4	Medium	7,000	4	Breach 1
Accelerator Cannon (Heavy)	3-10	6	4	Medium	8,000	5	Breach 2
Automatic Accelerator Cannon	2-10	2	5	Short	3,000	3	Auto-fire
Concussion Missile Launcher	3-10	6	3	Short	7,500	5	Blast 6, Breach 3, Guided 3, Limited Ammo 6, Slow-firing 1
Disruptor Torpedo Launcher	3-10	8	2	Short	10,000 (R)	5	Blast 4, Breach 6, Guided 2, Limited Ammo 6, Phasic 2
Machine Gun	2-10	12	3	Engaged	2,000	7	Auto-fire, Personal Scale, Pierce 3, Vicious 2
Magnetic-Hydrodynamic Cannon	5-10	11	3	Long	15,000 (R)	4	Breach 3, Slow-firing 2
Unguided Rocket Launcher	2-10	3	4	Extreme	6,000	5	Blast 3, Breach 2, Inaccurate 1, Slow-Firing 1

MACHINE GUNS

These anti-personnel weapons are essentially scaled up squad-support weaponry. While smaller than the previously mentioned auto-cannons, they still easily take out small targets and can even threaten light vehicles.

When mounted on planetary vehicles, the range of these weapons changes to long.

MAGNETIC-HYDRODYNAMIC CANNONS

Developed from scavenged Geth technology, these weapons fire a molten jet of iron-uranium-tungsten alloy, using a corridor of mass effect fields. With tremendous kinetic and thermal energy, these weapons essentially cut through enemy ships and heavy armor.

Magnetic-hydrodynamic cannons can only be mounted on starships.

UNGUIDED ROCKETS

These cheap and simple weapons fire a high-explosive warhead at a target. While not as powerful as concussion missiles and not outfitted with guidance systems, these weapons can still make quick work of light vehicles and can decimate squads of infantry.

Unguided rocket launchers can only be mounted on planetary vehicles.



CHAPTER 4: BIOTICS AND TECH

BIOTICS

Biotics is the term for the ability of living organisms to generate mass effect fields, by use of small collections of element zero in their nervous systems. Asari are born with natural biotic abilities, whereas most other species rely on in-utero exposure to eezo, or complex - and most often lethal - surgical procedures.

Apart from the Asari, the majority of species also rely on implants to augment, strengthen and focus their abilities. These implants, while permanent, can then be further upgraded with biotic amplifiers (see page 56).

Using Biotics

In order to use biotic abilities, a character must have at least one rank in the Biotics skill. They cannot invest XP in the Biotics skill unless they have it as a career skill, due to the fact that biotics are (traditionally) naturally born with their abilities.

Additionally, to use their biotic abilities efficiently, a character also requires some education in biology and material science, as well as a degree of self-control, so investing in Discipline, Knowledge (LifeSci) and Knowledge (PhysSci) can prove quite beneficial.

TABLE 3-1: PENALTIES WHEN USING BIOTICS

CONDITION	PENALTY
The character does not have at least one free hand.	+ ■
The character is wearing armor that adds +2 soak or more or is carrying a shield.	+ ■
The character is in circumstances that interfere with their ability to concentrate, such as trying to use biotics while swimming, hanging from a rope, being buffered by a sandstorm or casting a power that doesn't target the person they're fighting in hand-to-hand combat.	Upgrade the difficulty once (or more at your GM's discretion)

Biotics follow the rules for magic (see page 210 of the **GENESYS** Core Rulebook), and as such make use of Strain as a resource for casting them. After resolving a Biotic skill check, your character suffers 2 strain.

Furthermore, you may use the concentration maneuver to sustain any effects marked as such. The counterspell maneuver is not available for biotic abilities.



TABLE 3-2: SPENDING ⚡ AND ⚡ ON BIOTIC SKILL CHECKS

COST	RESULT OPTIONS
⚡ or ⚡	The power exhausts the character and they suffer 2 strain or 1 wound (controlling player's choice). The character adds a ■ to any further attempts to cast biotic powers until the end of their next turn.
⚡⚡ or ⚡	The character's concentration is broken, canceling any maintained powers. If the character is using a biotic amp, it becomes damaged one step. Until the end of the encounter, enemies add ■ when using a biotic or tech power that targets this character.
⚡⚡⚡ or ⚡	The power is slightly more effective than expected. One character of the GM's choice is targeted or otherwise affected by the power as well.
⚡	The character suffers a shock to their nervous system and is staggered and immobilized until the end of their next turn. The character overexerts themselves and is unable to use biotic powers for the rest of the encounter or scene. The GM picks the target of the character's power. If the user is an NPC, the controlling player picks the target of the power instead.
⚡⚡	The character loses control of their biotic abilities and suffers one Critical Injury. If the character is using a biotic amp, it is completely destroyed.

BIOTIC POWERS

ATTACK

Concentration: No

A biotic attack is a combat check and follows the normal rules for such a check. By default, their range is short and the difficulty of the Biotics check is **Easy** (◆).

The damage dealt is equal to the character's Willpower,

plus 1 damage per uncanceled ⚡. The attack has no Critical rating, but may inflict a Critical Injury with a ⚡.

TABLE 3-3: ATTACK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Blast: The attack gains the Blast quality with a rating equal to the character's ranks in Knowledge (PhysSci).	+◆
Close Combat: May select a target engaged with the character. If the attack has the Blast quality, the character is unaffected by it.	+◆
Reave: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Knowledge (LifeSci). Reave may only be used against organic targets.	+◆
Annihilation: The attack gains the Burn quality with a rating equal to the character's ranks in Discipline.	+◆
Lift: The attack gains the Ensnare quality with a rating equal to the character's ranks in Discipline.	+◆
Shockwave: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Knowledge (PhysSci).	+◆
Non-Lethal: The attack gains the Stun Damage quality.	+◆
Pull: If the attack hits, you may spend ⚡ to move the target up to one range band horizontally.	+◆
Charge: If the attack hits, you may move one range band closer to the target. You may spend ⚡⚡ multiple times to move an additional range band closer to the target.	+◆
Range: Increase the range of the attack by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Priming: The attack deals no damage, but any of its qualities may still be activated if it hits. This effect may not be combined with the Annihilation, Blast or Detonating effects.	-◆
Warp: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Knowledge (PhysSci).	+◆◆
Detonating: The attack deals damage equal to twice the character's Willpower. If the attack has the Blast quality, it affects all characters within short range instead of engaged.	+◆◆

TABLE 3-4: AUGMENT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Speed: Targets affected by the power can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers per turn).	+♦
Biotic Warrior: The target adds damage equal to the character's ranks in Knowledge (LifeSci) to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.	+♦
Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time.	+♦
Levitate: The target gains the ability to hover (see page 100 of the GENESYS Core Rulebook) and does not suffer falling damage while affected by this power.	+♦
Warp Ammunition: Targets affected by the power add the Pierce 2 quality to their ranged weapon attacks or increases their existing Pierce quality by 1. They ignore all ■ imposed on their attacks due to biotic barriers. This replaces the normal effect of Augment and can not be combined with the Speed, Biotic Warrior or Levitate effects.	+♦
Additional Target: The power affects one additional target within range. In addition, after using the power, you may spend ▲ to affect one additional target within range (and may trigger this multiple times, spending ▲ each time).	+♦♦

Before making a biotic attack check, choose any number of additional effects listed on **Table 3-3: Attack Additional Effects**. These effects are added to the attack.

AUGMENT

Concentration: Yes

Biotics can be used to enhance people's natural abilities. When using this power, a character selects one target they are engaged with (which can be themselves) and makes an **Average (♦♦) Biotics check**. If the check is successful, until the end of the character's next turn the target increases the ability of any skill check they make by one (in effect, this means they add ♦ to their checks). A character may not be affected by more than one Biotic Augment at the same time.

Before making an augment check, choose any number of additional effects listed on **Table 3-4 Augment Additional Effects**. These effects are added to the check.

BARRIER

Concentration: Yes

Biotic barriers are a common way for biotics to protect themselves and their allies. When using this power, a

character selects one target they are engaged with (which can be themselves) and makes an **Easy (♦) Biotics check**. If the check is successful, until the end of the character's next turn, the target reduces the damage of all hits they suffer by one, and further reduce it by one for every uncanceled ✨ beyond the first.

Before making a barrier check, choose any number of additional effects listed on **Table 3-5: Barrier Additional Effects**. These effects are added to the check.

DOMINATION

Concentration: Yes

Biotic Domination is the use of biotics to disrupt the synaptic harmonics of an organic brain, causing the target to struggle concentrating on tasks. When using this power, a character selects one non-synthetic target in short range and makes an **Average (♦♦) Biotics check**. At the GM's discretion, this check can instead be an **opposed Biotics versus Discipline check**. If the check is successful, until the end of the character's next turn, the target decreases the ability of any skill check they make by one (in effect, this means they remove ♦ from their checks).

TABLE 3-5: BARRIER ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The power affects one additional target within range. In addition, after using the power, you may spend ▲ to affect one additional target within range (and may trigger this multiple times, spending ▲ each time).	+♦
Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time.	+♦
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Knowledge (PhysSci).	+♦♦
Empowered: The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect.	+♦♦
Backlash: If an opponent makes an attack against an affected targeted and generates ✨ or ✨ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+♦♦

TABLE 3-6: DOMINATION ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+ ♦
Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Additional Target: The power affects one additional target within range. In addition, after using the power, you may spend ⚡ to affect one additional target within range (and may trigger this multiple times, spending ⚡ each time).	+ ♦♦
Confusion: After a target makes a check, you may change any one die in the pool not displaying a Ⓢ or Ⓣ to a different face.	+ ♦♦
Stasis: The target is staggered and immobilized for the duration of the spell. This effect may not be combined with the additional target effect.	+ ♦♦♦
Mind Control: The target obeys the character's commands. The character may spend a maneuver to direct the target, allowing them to determine its action and maneuver. This effect may not be combined with the additional target effect.	+ ♦♦♦

Before making a domination check, choose any number of additional effects listed on **Table 3-6: Domination Additional Effects**. These effects are added to the check.

TELEKINESIS

Concentration: No

A common use of biotics is to lift and move objects. Many people possessing biotic abilities make use of this in their common, everyday life, but the telekinetic potential has also proven itself to be powerful on the battlefield, in creating makeshift barricades and throwing projectiles at targets. When using this power, a character selects one object of silhouette 0 that they can see within short range and makes an **Easy (♦) Biotics check**. If the check is successful, they may move the object to any other location in short range.

Before making an augment check, choose any number of additional effects listed on **Table 3-7: Telekinesis Additional Effects**. These effects are added to the check.

TABLE 3-7: TELEKINESIS ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Silhouette: Increase the possible silhouette of the targeted object by one. This may be added multiple times, increasing the silhouette by one each time.	+ ♦
Range: Increase the range to which the object can be moved by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Fine Control: The user can perform precise manipulation of objects, allowing them to do anything they could normally do with their hands.	+ ♦
Throw: The object is thrown with enough force to inflict damage. The damage is 5 for a silhouette 0 object, or 10 times the silhouette for silhouette 1 or higher. For each silhouette beyond 1, upgrade the difficulty of the check once. This is treated as a ranged combat check.	+ ♦♦

TECH POWERS

Tech powers are abilities deployed from a user's omni-tool, affecting their surroundings and foes by use of reverse engineering and invading their various technologies, from armors, over weapons, to fully synthetic adversaries like mechs.

USING TECH POWERS

Unlike biotics, anyone can make use of tech powers, provided that they have at least one rank in Tech and possess an omni-tool (see page 54).

Due to their variability, tech power users also benefit from having a detailed understanding of their targets, therefor obtaining skill ranks in Knowledge (LifeSci) and Knowledge (PhysSci) is recommended.

While tech powers follow the general rules for magic (see page 210 of the **GENESYS** Core Rulebook), they do not require the user to expend personal strain to use them, instead making the user more dependent on the material component of the omni-tool. Just as with biotics the con-

TABLE 3-8: PENALTIES WHEN USING TECH POWERS

CONDITION	PENALTY
The character does not have at least one free hand. (Having an omni-tool on that hand does not count against this.)	+ ■
The character is targeting a character protected by the Biotic Barrier power.	+ ■
The character is in circumstances that interfere with electronic devices, such as a high-powered magnet, a lightning storm, being underwater or casting a power that doesn't target the person they're fighting in hand-to-hand combat.	Upgrade the difficulty once (or more at your GM's discretion)

centration maneuver to sustain any effects is available, but the counterspell maneuver is not.

Tech powers can be readied by spending about an hour with the omni-tool. During that time, a character can install a number of tech powers into the slots their omni-tool provides. A character can only have as many tech powers ready as they have ranks in Tech.

TABLE 3-9: SPENDING ⚡ AND ⚡ ON TECH SKILL CHECKS

COST	RESULT OPTIONS
⚡ or ⚡	The character's omni-tool short circuits and they suffer 2 strain or 1 wound (controlling player's choice). The character adds a ■ to any further attempts to cast tech powers until the end of their next turn.
⚡⚡ or ⚡	The character's concentration is broken, canceling any maintained powers. The character's omni-tool becomes damaged one step. Until the end of the encounter, enemies add ■ when using a biotic or tech power that targets this character.
⚡⚡⚡ or ⚡	The power is slightly more effective than expected. One character of the GM's choice is targeted or otherwise affected by the power as well.
⚡	The character's omni-tool burns out and they are unable to use tech powers for the rest of the encounter or scene. The GM picks the target of the character's power. If the user is an NPC, the controlling player picks the target of the power instead.
⚡⚡	The power causes an energy surge and the character suffers one Critical Injury. The omni-tool is completely destroyed.



TECH POWERS

TECH ATTACK

Concentration: No

A tech attack describes the use of the omni-tool to disrupt enemy systems or fire flash-forged projectiles at them.

Unlike biotic attacks, tech attacks are further differentiated into a variety of sub-types that have inherent base abilities. Each of these attack types counts as a different readied power on a character's omni-tool.

- **Incinerate:** The attack gains the Burn qualities with a rating equal to the character's ranks in Knowledge (PhysSci). The attack also gains the Sunder quality against the target's armor.
- **Cryo Blast:** The attack gains the Ensnare quality with a rating equal to the character's ranks in Knowledge (PhysSci). The character may spend ☸ to stagger a target for one round.
- **Overload:** The attack gains the Phasic quality with a rating equal to the character's ranks in Knowledge (PhysSci) divided by 2 and rounded up. The attack also gains the Sunder quality against any electronic equipment.
- **Neural Shock:** The attack gains the Disorient quality with a rating equal to the character's ranks in

Knowledge (LifeSci). The character may spend ☸ to stagger a target for one round. This attack can only be used against organic targets.

All tech attacks have a default range of short and the default difficulty of the check is **Average** (◆◆). The damage dealt is equal to your character's Intellect, plus 1 damage per uncanceled ☸. The attack has no Critical rating, but may inflict a Critical Injury with a ☸.

Before making a tech attack check, choose any number of additional effects listen on **Table 3-10: Tech Attack Additional Effects**. These effects are added to the attack.

TECH CONSTRUCT

Concentration: Yes

Using the omni-tools fabricator and flash-forge systems, a tech specialist can summon a variety of constructs to suit their needs. To do so, the character makes an **Average** (◆◆) **Tech check**. If successful, the construct appears at engaged range with the character and persists until the end of the character's next turn, though their presence can be extended by use of the concentrate maneuver.

Each of the following sub-types of tech constructs count as a different readied power on a character's omni-tool.

TABLE 3-10: TECH ATTACK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Blast: The attack gains the Blast quality with a rating equal to the character's ranks in Knowledge (Phys Science).	+◆
Close Combat: May select a target engaged with the character. If the attack has the Blast quality, the character is unaffected by it.	+◆
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Knowledge (PhysSci) when used against synthetic targets or Knowledge (LifeSci) when used against organic targets. This effect may not be combined with the Non-Lethal effect.	+◆
Impact: The attack gains the Knockdown quality. If the attack hits, you may spend ⚡ to move the target up to one range band in any direction.	+◆
Non-Lethal: The attack gains the Stun Damage quality.	+◆
Anti-Synthetic: When dealing damage to a synthetic target, each ☸ deals +2 damage instead of +1. This effect can only be applied to Overload.	+◆
Anti-Organic: When dealing damage to an organic target, each ☸ deals +2 damage instead of +1. This effect can only be applied to Incinerate, Cryo Blast and Neural Shock.	+◆
Range: Increase the range of the attack by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Priming: The attack deals no damage, but any of its qualities may still be activated if it hits. This effect may not be combined with the Deadly, Blast or Detonating effects.	-◆
Multi-Target: The attack gains the Auto-fire quality. The increased difficulty to use the quality is already included in the difficulty modifier.	+◆◆
Detonating: The attack deals damage equal to twice the character's Intellect. If the attack has the Blast quality, it affects all characters within short range instead of engaged.	+◆◆

TABLE 3-11: TECH CONSTRUCT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Range: Increase the range at which the construct is summoned by one range band. This may be added multiple times, increasing the range by one range band each time.	+♦
Detonate: On their turn, the character may spend a maneuver to detonate a construct summoned with this modifier. The construct is destroyed and any characters engaged with it take damage equal to the character's Intellect plus their ranks in Knowledge (PhysSci).	+♦

- **Barricade:** Constructs an instant barricade to serve as cover, which provides a ranged defense of 2 for up to three characters.
- **Combat Drone:** Summons a combat drone rival NPC. The drone takes its turn immediately after the character. It acts independently but loyal to its owner. The character may use a maneuver to direct the drone, determining its maneuver and action.



COMBAT DRONE (RIVAL)

1	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		5		0 0	

Skills: Perception 2 (♦♦), Ranged (Light) 1 (♦♦♦)

Talents:

- **Body Guard 1:** Once per round, may perform the Body Guard maneuver to guard an engaged target; suffer 1 strain to upgrade the difficulty of all combat

checks targeting that character once until the end of this character's next turn).

Abilities:

- **Hoverer:** Can hover; see the Flying sidebar on page 100 of the **GENESYS** Core Rulebook.
- **Silhouette 0.**

Equipment:

- **Shock Lance:** Ranged (Light); Damage 4, Critical 3, Range (Medium); Auto-fire, Pierce 2.
- **Decoy:** Creates a stationary holographic construct, mimicking the character's appearance. While engaged with a character, upgrade the difficulty of all combat checks targeting them once. While the decoy is further away, at the GM's discretion, a foe may choose to attack the decoy out of confusion.
- **Supply Pylon:** Deploys an immobile pylon that supplies ammunition. Any character engaged with a supply pylon may spend a maneuver to retrieve and immediately use a spare thermal clip from the pylon, reloading their weapon if it has run out of ammo.

Before making a tech construct check, choose any number of additional effects listen on **Table 3-11: Tech Construct Additional Effects**. These effects are added to the check.

TABLE 3-12: SABOTAGE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Damping: After the target makes a check, you may change one ■ to a face displaying a ✕.	+♦
Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time.	+♦
Additional Target: The power affects one additional target within range. In addition, after using the power, you may spend ▲ to affect one additional target within range (and may trigger this multiple times, spending ▲ each time).	+♦♦
Malfunction: After a target makes a check, you may change any one die in the pool not displaying a ☉ or ☿ to a different face.	+♦♦

TABLE 3-13: AUGMENT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Range: Increase the range of the power by one range band. This may be added multiple times, increasing the range by one range band each time.	+♦
Recon Visor: Each affected target may perform the aim maneuver as an incidental for the duration of the power.	+♦
Overcharge Shields: Each affected target gains ranged and melee defense equal to your ranks in Knowledge (PhysSci).	+♦♦
Additional Target: The power affects one additional target within range. In addition, after using the power, you may spend A to affect one additional target within range (and may trigger this multiple times, spending A each time).	+♦♦

SABOTAGE

Concentration: Yes

Sabotage is a general term for any powers that disrupt synthetic targets or the electronic devices of an organic target.

Your character selects one target within short range, then, choose one of the following effects and makes an **Average (♦♦) Tech check**. If the check is successful, the effect is applied.

- **Invasion:** Until the end of the character's next turn, the target decreases the ability of any relevant skill checks they make by one (in effect, this means they remove one ♦ from their checks). On a synthetic target, this includes all skill checks, but for an organic target, it depends on the device targeted (for instance their weapon, omni-tool or biotic amp).
- **Overheat:** The target's weapon immediately runs out of ammunition and may not be used until the end of the encounter. This effect does not benefit from the concentration maneuver.
- **Energy Drain:** Until the end of the character's next turn, the target's ranged and melee defense is decreased by an amount up to the character's ranks in Knowledge (PhysSci). The character's ranged and melee defense are increased by the same amount.
- **Tactical Scan:** Until the end of the character's next turn, all combat checks directed at the target reduce their Critical rating by 1 (to a minimum of 1).
- **VI Hacking:** The difficulty of the check becomes **Daunting (♦♦♦♦)**. At the GM's discretion, this check can instead be an **opposed Tech versus Computers check**. Until the end of the character's next turn, the target obeys the character's commands. The character may spend a maneuver to direct the target, allowing them to determine its action and maneuver. VI Hacking can only be used on synthetic targets such as mechs.

Unlike tech attacks and tech constructs, these different effects do not count as occupying separate slots on

the omni-tool and are all available when the sabotage power is readied.

Before making a sabotage check, choose any number of additional effects listen on **Table 3-12: Sabotage Additional Effects**. These effects are added to the check.

AUGMENT

Concentration: Yes

Tech abilities can be used to augment a target's abilities, improving their weaponry or defenses or cloaking their presence. Each of the following sub-types of augments count as a different readied power on a character's omni-tool. To use this power select one target in engaged range (which may be character themselves) and make an **Average (♦♦) Tech check**. If successful, the target is affected by the tech augment until the end of the character's next turn.

- **Tech Armor:** Projects a layer of omni-tech armor around the target. Reduces the damage of all hits they suffer by one, and further reduce it by one for every uncanceled ✨ beyond the first.
- **Charged Melee:** The target's Brawl and Melee weapon attacks gain the Stun and Phasic qualities, each with a rating equal to the character's ranks in Knowledge (PhysSci).
- **Turbocharge:** The target may use the Auto-fire quality on their Ranged (Light) and Ranged (Heavy) weapons without increasing the difficulty of their combat checks.
- **Tactical Cloak:** The target is rendered invisible. All opponents disengage from the target and may not engage them for the duration of the power. The target counts as fully concealed and adds ■■■ to all combat, Perception and Vigilance checks targeting them as well as ■■■ to any Stealth checks they make.

Before making an augment check, choose any number of additional effects listen on **Table 3-10: Augment Additional Effects**. These effects are added to the check.

CHAPTER 5: ADVERSARIES

ANIMALS AND CREATURES

KLIXEN (RIVAL)

Insectoid creatures, resembling a cross between crabs and beetles that crawl the surface of desolate and poisonous worlds, having long since adapted to those environments. Their bodies contain glands that produce flammable liquids which they spit at targets.



Skills: Brawl 2 (●●●), Coordination 2 (●●●), Ranged (Light) 1 (●●), Resilience 2 (●●●), Survival 2 (●●●), Vigilance 1 (●).

Talents:

- None.

Abilities:

- **Thick Carapace:** Remove ■ due to high temperatures from all checks and reduce any fire damage taken by 3 before applying soak.

Equipment:

- **Pincers and Mandibles:** Brawl; Damage 5; Critical 4; Range [Engaged]; Pierce 1.
- **Firebreath:** Ranged (Light); Damage 6; Critical 4; Range (Short); Burn 3, Slow-firing 3.

NATHAK (MINION)

Large, wolflike creatures that stalk the frozen wastes of Noveria. They hunt in packs, tearing apart prey with their strong teeth.



Skills (group only): Athletics, Brawl, Resilience, Survival, Vigilance.

Talents:

- None.

Abilities:

- **Thick Fur:** Remove ■■ imposed by cold tempera-

tures from all checks.

Equipment:

- **Teeth and Claws:** Brawl; Damage 6; Critical 3; Range (Engaged); Pierce 1.

PYJAK (MINION)

Pyjaks, sometimes referred to as "space monkeys", are a primitive species thriving on a variety of planets throughout the galaxy. Considered to be a nuisance by the krogan of Tuchanka, they are kept as pets by some wealthy citizens.



Skills (group only): Athletics, Coordination, Skulduggery, Stealth.

Talents:

- **Swift:** Does not perform extra maneuvers to move through difficult terrain.

Abilities:

- **Silhouette 0.**

Equipment:

- **Teeth and Claws:** Brawl; Damage 2; Critical 4; Range (Engaged).

THRESHER MAW (NEMESIS)

These giant, burrowing worm-like creatures live in solitude on various desolate planets and moons around the galaxy. Reproducing by spores that travel to other planets by adhering to spacecraft, they slowly grow into enormous creatures, impervious to nearly all environmental conditions, and somehow thriving on a diet of minerals and solar radiation. They are fiercely territorial and a threat even to armored vehicles.



Skills: Athletics 3 (●●●●), Brawl 3 (●●●●), Ranged (Light) 2 (●●), Resilience 3 (●●●●), Survival 2 (●●), Vigilance 2 (●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Durable 2:** Reduce any Critical Injury result suffered by 20, to a minimum of 01.

Abilities:

- **Silhouette 3.**
- **Tunneling:** Can move through solid rock as if it were difficult terrain.
- **Terrifying:** At the start of an encounter, all opponents must make a **Hard (◆◆◆) fear check** as an out-of-turn incidental, as per page 243 of the GENESYS Core Rulebook.

Equipment:

- **Pincers and Claws:** Brawl; Damage 9; Critical 2; Range (Engaged); Knockdown, Pierce 3, Vicious 2.
- **Acid Spit:** Ranged (Light); Damage 7; Critical 3; Range (Medium); Blast 5, Burn 3, Breach 1, Slow-firing 2.

VARREN (RIVAL)

The Varren are a species of omnivorous creatures originating from Tuchanka, though they have long since spread to a variety of worlds in the galaxy. Like most other lifeforms stemming from Tuchanka, they are savage, adaptable and highly resilient to adverse conditions. Varren hunt in packs, dominated by an alpha; except in ecosystems where they are outclassed as predators and instead live a life as scavengers.



Skills: Athletics 2 (●●◆), Brawl 2 (●●◆), Coordination 1 (●◆◆), Perception 2 (●●◆), Stealth 1 (●◆◆), Survival 2 (●●◆), Vigilance 1 (●◆).

Talents:

- **Takedown:** As an action make an **opposed Brawl vs Resilience check** targeting an engaged opponent; if successful, target is knocked prone and immobilized until the end of this character's next turn.

Abilities:

- None.

Equipment:

- **Teeth and Claws:** Brawl; Damage 5; Critical 3; Range (Engaged); Pierce 2, Vicious 1.

VARREN ALPHA (RIVAL)

The strongest, most cunning and most ferocious in their respective pack, the alpha traditionally assumes its position by challenging and killing the previous packleader. Unlike various other predatory species, a Varren alpha does not hang back, but instead prefers to lead their pack into a hunt, taking point, and challenging the strongest prey to prove their worth.



Skills: Athletics 3 (●●●◆), Brawl 3 (●●●◆), Coordination 1 (●◆◆), Perception 2 (●●◆), Stealth 1 (●◆◆), Survival 2 (●●◆), Vigilance 2 (●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Takedown:** As an action make an **opposed Brawl vs Resilience check** targeting an engaged opponent; if successful, target is knocked prone and immobilized until the end of this character's next turn.

Abilities:

- **Packleader:** Add ■ to the checks of all other allied Varren in the encounter.

Equipment:

- **Teeth and Claws:** Brawl; Damage 6; Critical 3; Range (Engaged); Pierce 2, Vicious 1.



VARREN BIOTIC (RIVAL)

While a rare sight indeed, Varren have been known to acquire biotic abilities due to exposure to high eezo concentrations. Most commonly found on Thessia, due to the increased amount of element zero in its ecosystem, these biotic Varren are preferably used by their owners in pit fights and races, as their biotic condition makes them even more aggressive and shot-tempered.



Skills: Athletics 1 (●●●), Biotics 2 (●●●), Brawl 2 (●●●), Coordination 1 (●●●), Perception 2 (●●●), Survival 2 (●●●), Vigilance 1 (●●●).

Talents:

- None.

Abilities:

- **Biotic Pounce:** As an action make an **opposed Biotics vs Resilience** check targeting an opponent within short range; if successful, the Varren moves into engaged range and the target is knocked prone and immobilized until the end of this character's next turn.

Equipment:

- **Teeth and Claws:** Brawl; Damage 5; Critical 3; Range (Engaged); Pierce 2, Vicious 1.
- **Biotic Howl:** Biotics; Damage 4; Critical 5; Range (Short); Disorient 2, Blast 4.

CERBERUS

The radical pro-human organization Cerberus features a large military branch that has been growing steadily ever since the faction arose from the first contact war. With a size and reach far beyond normal mercenary organizations, they fabricate their own equipment and their soldiers are conditioned to complete loyalty.

ASSAULT TROOPER (MINION)

The standard soldiers and backbone of the Cerberus military branch. Put through rigorous physical training and mental conditioning, they are fearless and lethal combatants, loyal to their ideals until death.



Skills (group only): Athletics, Cool, Discipline, Melee, Ranged (Light).

Talents:

- None.

Abilities:

- None.

Equipment:

- **Burst-fire Submachine Carbine:** Ranged (Light); Damage 5; Critical 3; Range (Medium); Linked 2.
- **Stun Baton:** Melee; Damage 5; Critical 4; Range (Engaged); Disorient 2, Stun 3, Stun Damage.
- **1 Frag Grenade:** Ranged (Light); Damage 7; Critical 3; Range (Short); Blast 6, Limited Ammo 1, Vicious 2.
- **Cerberus Assault Armor:** +2 soak.

CENTURION (RIVAL)

Leading squads of troopers into the fight, Cerberus centurions are front-line tacticians and fire support units. Unlike the troops that accompany them, they are outfitted with shields and carrier heavier equipment, preferring to stay in the back of an encounter and support their troops with tactical measures like smoke grenades.



Skills: Athletics 2 (●●●), Cool 1 (●), Discipline 2 (●●●), Leadership 3 (●●●), Melee 2 (●●●), Ranged (Heavy) 2 (●●●), Ranged (Light) 1 (●●●), Vigilance 2 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Coordinated Assault 2:** Once per round, use a maneuver to target 3 allies and add A to all their combat checks until the end of the Centurion's next turn.
- **Quick Draw:** Once per round on this character's turn, may draw or holster an easily accessible weapon or item as an incidental.

Abilities:

- None.

Equipment:

- **Marksman Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Accurate 1.
- **Stun Baton:** Melee; Damage 5; Critical 4; Range (Engaged); Disorient 2, Stun 3, Stun Damage.
- **1 Frag Grenade:** Ranged (Light); Damage 7; Critical 3; Range (Short); Blast 6, Limited Ammo 1, Vicious 2.
- **2 Smoke Grenades.**
- **Medium Armor with enhanced optics:** 1 defense, +2 soak; remove ■■ due to smoke or darkness.

COMBAT ENGINEER (RIVAL)

The combat engineers serve as tactical support troops in the Cerberus staff. They operate on the front lines and use their technical expertise to sabotage their enemies and set up defensive positions.



Skills: Computers 2 (●●●), Discipline 1 (●●), Knowledge (PhysSci) 2 (●●●●), Mechanics 2 (●●●●), Ranged (Light) 1 (●●●), Vigilance 1 (●●).

Talents:

- **Resourceful Mechanic 2:** When repairing vehicles or synthetic characters, repair two more hull or wounds.

Abilities:

- **Deploy Turret:** As an action, may set up the carried turret, which takes its turn immediately after the Engineer and will attack the nearest enemy; may spend a maneuver to direct the turret to shoot a different target.
- **Combat Repair:** As an action, may make an **Average (◆◆) Mechanics check** targeting an engaged vehicle or synthetic character, healing one point of hull trauma or one wound per uncanceled ✨.

Equipment:

- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **Automated Light Turret** (see page 109).
- **Light Armor:** 1 defense, +1 soak.

DRAGOON (RIVAL)

The dragoon is the end result of Cerberus' Project Phoenix, an experimental series on biotic combat abilities and accompanying weaponry. Trained in the use of biotics in close-quarter situations, but also masters of their unique biotic lashes, these soldiers rush the enemy and lay into them with intense physical attacks.



Skills: Athletics 1 (●●●), Biotics 2 (●●●), Coordination 2 (●●●), Knowledge (PhysSci) 2 (●●), Melee 2 (●●●), Ranged (Light) 1 (●●●), Vigilance 1 (●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Dual Wielder:** Once per turn, spend a maneuver to decrease the difficulty of a combined combat check by one.

Abilities:

- None.

Biotics: Dragoons have access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Charge:** Choose one target at short or medium range and make an **Average (◆◆) Biotics check**; if successful, the target suffers 5 damage + 1 damage per uncanceled ✨; the dragoon moves one range band closer to the target + 1 range band per ▲▲.
- **Slam:** Choose one target in engaged range and make an **Average (◆◆) Biotics check**; if successful, the target suffers 5 damage + 1 damage per uncanceled ✨, with the Blast 4 quality.

Equipment:

- **Twin Biotic Lashes:** Melee; Damage 6; Critical 3; Range (Short); Ensnare 1, Pierce 2, Unwieldy 3.
- **Burst-fire Submachine Carbine:** Ranged (Light); Damage 5; Critical 3; Range (Medium); Linked 2.
- **Gemini Biotic Amp:** Add +2 damage to biotic attacks; adding Charge or Close Combat effects does not increase difficulty.
- **Dragoon Armor:** +2 soak, may draw or holster biotic lashes as an incidental.

GUARDIAN (RIVAL)

Commonly nicknamed “human tanks”, the Guardian units advance slowly, using their tough riot shields to keep themselves protected from incoming fire. Should they get in range, their Talon pistols make quick and bloody work of any unshielded opponents.

3	3	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE*	
5		11		2 2	

* This adversary's defense attribute includes the bonuses from their weapons.

Skills: Athletics 2 (●●●), Cool 1 (●), Discipline 2 (●●●), Melee 2 (●●●), 1 Ranged (Light) 2 (●●●), Resilience 2 (●●●), Vigilance 1 (●●●).

Talents:

- None.

Abilities:

- None.

Equipment:

- **Flechette High-output Heavy Pistol:** Ranged (Light); Damage 8; Critical 4; Range (Short); Blast 4, Limited Ammo 3.

- **Riot Shield:** Melee; Damage 3; Critical 6; Range (Engaged); Defensive 2, Deflection 2, Disorient 1.
- **Cerberus Assault Armor:** +2 soak.

NEMESIS (RIVAL)

Agile sharpshooter units within Cerberus' ranks, the Nemesis is equipped with very light gear, except for their quite heavy sniper rifle. Outfitted with unique cybernetics that improve their combat performance, allow them to handle their heavy weapons, and disintegrate their bodies upon death, these units have created a feared reputation among their foes.

2	4	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		10		1 1	

Skills: Cool 2 (●●), Discipline 1 (●), Perception 2 (●●●), Ranged (Heavy) 3 (●●●), Stealth 2 (●●●), Vigilance 1 (●●).

Talents:

- None.



Abilities:

- **Nemesis Cybernetics:** Reduce the Cumbersome quality of weapons by 1; body and all carried gear disintegrates upon death.

Equipment:

- **Heavy Sniper Rifle:** Ranged (Heavy); Damage 9; Critical 2; Range (Extreme); Accurate 2, Limited Ammo 3, Pierce 3.
- **Light Armor:** 1 defense, +1 soak.
- 2 spare thermal clips.

PHANTOM (NEMESIS)

Phantoms serve as highly lethal infiltration and assassination units within Cerberus. Recruited from talented biotics and augmented with cybernetic enhancements, they are outfitted with stealth technology and given monomolecular swords that they use to cut and stab their way through slews of enemies.



* This adversary's defense attribute includes the bonuses from their weapons.

Skills: Biotics 1 (●●●), Cool 2 (●●), Coordination 3 (●●●●), Discipline 2 (●●●), Melee 3 (●●●●), Ranged (Light) 2 (●●●), Stealth 3 (●●●●), Vigilance 2 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Dodge 2:** May suffer 2 strain to upgrade the difficulty of a combat check targeting the phantom twice.
- **Parry 3:** May suffer 3 strain to decrease the damage of a melee attack by 6.

Abilities:

- **Finesse:** May use Agility instead of Brawn when making Melee or Brawl checks.
- **Vanish:** After performing a combat check, may spend ▲▲ or ● to turn invisible, gaining concealment worth 3 dice.

Biotics: Cerberus phantoms can only use the biotic barrier power and only in the following way:

- **Empowered Barrier:** Make an **Average (◆◆) Biotics check**; if successful, until the end of the phantom's next turn, reduce the damage of all hits against them by one for every ✨. The phantom can maintain these effects with the concentrate maneu-

ver).

Equipment:

- **Balanced Monomolecular Sword:** Melee; Damage 5; Critical 2; Range (Engaged); Accurate 1, Defensive 1, Pierce 2, Unwieldy 2.
- **Palm Blaster:** Ranged (Light); Damage 5; Critical 4; Range [Short]; Phasic 2.
- **Phantom Biotic Amp:** Reduce the difficulty of biotic barrier checks by one.
- **Light Armor:** 1 defense, +1 soak.

CITADEL SPACE CIVILIANS**CITADEL DIPLOMAT (RIVAL)**

With the Citadel having become the center of government for the majority of the galaxy, the majority of species have gained an embassy there and allocated their dignitaries. This profile should befit the majority of political contacts the PCs interact with.



Skills: Charm 2 (●●●●), Cool 1 (●●●), Deception 1 (●●), Knowledge (Society) 2 (●●), Negotiation 2 (●●●●), Vigilance 1 (●●●).

Talents:

- **Respected:** Downgrade the difficulty of all social checks targeting government officials once.

Abilities:

- None.

Equipment:

- **Durable Clothing:** +1 soak.
- Datapad

CITADEL MERCHANT (RIVAL)

With the presidium and all wards of the Citadel featuring a large collection of commercial districts, this profile serves to represent the majority of legitimate business- and tradespeople.



Skills: Charm 1 (○●●●), Cool 1 (○●●●), Deception 1 (○●●●), Discipline 1 (○●●), Negotiation 2 (○●●●), Streetwise 2 (○●●●).

Talents:

- None.

Abilities:

- None.

Equipment:

- **Mercantile Datapad:** Add ■ to all Negotiation checks to buy or sell wares in Council Space.

DOCKWORKER (MINION)

While mechs, drones and other automated systems assist with a majority of mundane labor, there is still a large number of organic workforce, their jobs kept safe by a strong system of unions. This profile can serve to represent anyone working physically strenuous jobs.



Skills (group only): Athletics, Mechanics, Resilience.

Talents:

- None.

Abilities:

- None.

Equipment:

- **Large Hammer:** Melee; Damage 8; Critical 5; Range (Engaged); Concussive 1, Knockdown.
- **Durable Clothing:** +1 soak.
- Portable toolkit.

GOVERNMENT OFFICIAL (RIVAL)

Bureaucrats are viewed by many people as a nuisance to any workflow and protocol heavy pencil pushers. They are however essential to keep any government running and their paperwork keeps the galaxy and inter-species relations running smoothly.



Skills: Coercion 1 (○●), Computers 1 (○●●), Discipline 2 (○●), Knowledge (Society) 2 (○●●), Negotiation 2 (○●).

Talents:

- None.

Abilities:

- **Red Tape:** During social encounters, may spend ●●● generated by an opponent to discover (or invent) a legal violation that requires a fine, free, or additional authorization form that the opponent must complete before accomplishing their goals.

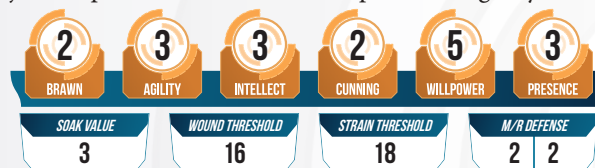
Equipment:

- Datapad of regulations.

LAW AND ORDER

ASARI JUSTICAR (NEMESIS)

Sworn into the Code of Justice that dictates their actions for most every possible situation, the Asari Justicar act to right any wrongs in Asari space. Forsworn from starting a family and having children, their only goal is to deliver justice, protect the innocent and punish the guilty.



Skills: Biotics 3 (○●●●●), Coercion 2 (○●●●), Cool 3 (○●●), Coordination 2 (○●●), Discipline 3 (○●●●●), Knowledge (LifeSci) 2 (○●●), Knowledge (Society) 2 (○●●), Perception 2 (○●), Ranged (Heavy) 2 (○●●●), Streetwise 2 (○●●), Vigilance 2 (○●●●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Battlemaster:** Does not add ■ to Biotics checks for wearing heavy armor or not having at least one hand free.
- **Biotic God:** Once per session, may spend a Story Point to perform a Biotics check as a maneuver.



- **Natural:** Once per session, may reroll any one Biotics or Discipline check.

Abilities:

- None.

Biotics: A justicar has access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Reave:** Choose one organic target at short or medium range and make an **Average (◆◆) Biotics check**; if successful, the target takes 9 damage + 1 damage per uncanceled ★, with a Critical Rating of 2 and the Vicious 2 quality.
- **Annihilation:** Choose one target at short or medium range and make an **Average (◆◆) Biotics check**; if successful, the target takes 9 damage + 1 damage per uncanceled ★, with the Burn 3 quality.
- **Lance:** Choose one target at short or medium range and make a **Hard (◆◆◆) Biotics check**; if successful, the target takes 14 damage + 1 damage per uncanceled ★.
- **Levitation:** Make a **Hard (◆◆◆) Biotics check**; if successful, until the end of the justicar's next turn, they increase the ability of any of their skill check by one and gain the ability to levitate (see page 100 of the **GENESYS** Core Rulebook). The justicar can maintain these effects with a concentrate maneuver.
- **Biotic Sphere:** Make a **Hard (◆◆◆) Biotics check**; if successful, until the end of the justicar's next turn, two targets + an additional one per ▲ reduce the damage of all hits they suffer by one + an additional one per ★★ beyond the first. The justicar can maintain these effects with a concentrate maneuver.

Equipment:

- **Special Operations Shotgun:** Ranged (Heavy); Damage 9; Critical 3; Range (Short); Blast 5, Knockdown, Superior, Vicious 2.
- **Savant Biotic Amp:** Add +4 damage to biotic attacks; the first Range effect added does not increase difficulty.
- **Light Armor:** 1 defense, +1 soak.
- 1 medigel.

C-SEC OFFICER (MINION)

Selected from talented law enforcement officers of their respective homeworlds, C-Sec serves as the primary security force on the Citadel. The majority of their corps is made up from Turians, often pursuing these careers due to their sense of duty and dedication in public service, but other Citadel space species have been known to enter

service. This profile can also serve to represent most other law enforcement officers on most other worlds.



Skills (group only): Athletics, Leadership, Melee, Ranged (Light), Vigilance.

Talents:

- None.

Abilities:

- **Lawful Authority:** Add ★ to the results of any social skill checks made when interacting with civilians on the Citadel.

Equipment:

- **Light Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium).
- **Stun Baton:** Melee; Damage 4; Critical 4; Range (Engaged); Disorient 2, Stun 3, Stun Damage.
- **1 Riotfoam Grenade:** Ranged (Light); Damage 1; Critical -; Range (Short); Blast 1, Ensnare 4, Limited Ammo 1.
- **C-Sec Uniform:** +1 soak.
- 2 sets of handcuffs.

C-SEC DETECTIVE (RIVAL)

Serving as the main investigative force of C-Sec, detectives investigate crime scenes, compile evidence, interview witnesses and suspects. This profile can also serve to represent most other investigators on most other civilized worlds.



Skills: Charm 3 (◆◆◆), Coercion 3 (◆◆◆), Cool 2 (◆◆), Knowledge (Society) 2 (◆◆◆), Perception 3 (◆◆◆), Ranged (Light) 2 (◆◆), Vigilance 3 (◆◆◆).

Talents:

- **Good and Bad Cop:** May spend ▲▲ from a Charm, Coercion, Deception, or Negotiation check to upgrade the ability of an ally's social skill check targeting the same character once.

Abilities:

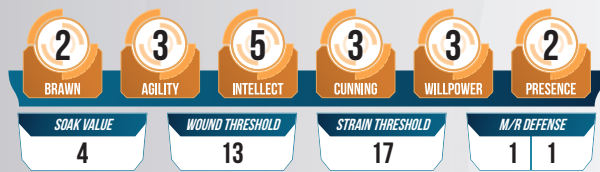
- **Lawful Authority:** Add ✨ to the results of any social skill checks made when interacting with civilians on the citadel.

Equipment:

- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **C-Sec Uniform:** +1 soak.
- **Omni-tool with Advanced Scanner:** add A to any Perception check to investigate.
- C-Sec datapad, 2 sets of handcuffs.

STG OPERATIVE (NEMESIS)

The Special Tactics Group of the Salarian Union serves as their espionage, recon, assassination and intelligence force. Their tactical expertise, surgical precision and ruthless efficiency served as key inspirations for the later established Citadel Spectres. A STG operative is fully devoted to the mission assigned and will complete it at any cost, even if it results in civilian casualties.



Skills: Coercion 2 (●●●), Computers 3 (●●●), Cool 3 (●●●), Discipline 2 (●●●), Knowledge (LifeSci) 2 (●●●), Knowledge (PhysSci) 2 (●●●), Knowledge (Society) 1 (●●●), Knowledge (Underground) 1 (●●●), Knowledge (Warfare) 3 (●●●), Perception 2 (●●●), Ranged (Light) 2 (●●●), Stealth 3 (●●●), Tech 3 (●●●), Vigilance 1 (●●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Customized Omni-tool 3:** Increases the available slots on the character's omni-tool by 3.
- **Scathing Tirade:** Use this talent to make an **Average (◆◆) Coercion check**; for each ✨, one opponent within short range suffers 1 strain; for each A, one affected opponent suffers 1 additional strain.

Abilities:

- **Escape Artist:** As an incidental, after a successful combat check, may suffer 2 strain to immediately use the Tactical Cloak power as an incidental.

Tech: STG operatives can have up to 3 tech abilities readied and may select any of their additional effects. The tech powers they use most often are the following:

- **Incinerate:** Choose one target at short or medium range and make an **Average (◆◆) Tech check**; if successful, the target suffers 9 damage + 1 damage per uncanceled ✨, with the Burn 2 quality.
- **Overload:** Choose one target at short or medium range and make an **Average (◆◆) Tech check**; if successful, the target suffers 9 damage + 1 damage per uncanceled ✨, with the Phasic 1 quality.
- **Tactical Cloak:** Make an **Average (◆◆) Tech check**; if successful, until the end of the operative's next turn, they are rendered invisible, disengage from all foes, are unable to be engaged and gain concealment worth three dice. The operative can maintain these effects with the concentrate maneuver.
- **Overheat:** Choose one target carrying a powered weapon in short or medium range and make an **Average (◆◆) Tech check**; if successful, the weapon immediately runs out of ammo.

Equipment:

- **Scorpion:** Ranged (Light); Damage 7; Critical 5; Range (Medium); Blast 6, Limited Ammo 4.
- **Incendiary Strike:** Brawl; Damage 3; Critical 2; Range (Engaged); Burn 1, Pierce 1, Vicious 1.
- **Logic Arrest Omni-tool:** Add +4 damage to tech attacks; the first Range effect added does not increase difficulty; when casting a tech attack power, may upgrade the difficulty of the check and add the Pierce 2 quality to the check; when the character rolls ☹ while casting a tech power, they roll ■ and add it to the results.
- **Light Armor:** 1 defense, +1 soak.
- 2 medigel.

TURIAN SPECTRE (NEMESIS)

The Special Tactics and Reconnaissance (Spectres) act as the elite enforcing agents of the Citadel. They answer to none but the council and are set in their task to preserve stability in the galaxy by any means necessary. Originally recruited from STG and Asari Commandos, they have since gained multiple Turian members, decorated military commanders in their own right. Their position above any laws, but the council's judgment, adds an air of fear and mistrust to the respect and order they convey.



Skills: Athletics 2 (●●●●), Coercion 2 (●●●●), Cool 2 (●●), Discipline 1 (●●●), Knowledge (Society) 1 (●●●), Knowledge (Warfare) 3 (●●●), Leadership 2 (●●), Melee 2 (●●●●), Resilience 2 (●●●●), Ranged (Heavy) 3 (●●●), Ranged (Light) 2 (●●●●), Survival 2 (●●●●), Vigilance 3 (●●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Deadeye:** After inflicting a Critical Injury and rolling the result, may suffer 2 strain to select any Critical Injury of the same severity to apply to the target instead.
- **Quick Draw:** Once per round on this character's turn, may draw or holster an easily accessible weapon or item as an incidental.

Abilities:

- **Ruthless Efficiency:** Before making a combat check, may spend one Story Point to reduce the number of A needed to activate item qualities or trigger effects by one to a minimum of one.

Equipment:

- **Special Operations Assault Rifle:** Ranged (Heavy); Damage 9; Critical 3; Range (Long); Auto-fire, Superior.
- **High-output Heavy Pistol:** Ranged (Light); Damage 8; Critical 3; Range (Medium); Limited Ammo 3.
- **Medium Armor with Improved Barriers and Jump Jets:** 2 defense, +2 soak; once per encounter may use an out-of-turn incidental to fly until the end of their next turn.
- 2 medigel.

MILITARY AND SPECIAL FORCES

Even in times of peace, all major species of the galaxy possess a military force of varying power. The Turian's ordered and militaristic nature governs the existence of a permanent, highly advanced, army, and the Systems Alliance possesses a strong and strategic naval force to protect their colonies. While other forces such as the Asari and Salarian make use of more unconventional tactics, and the Quarian navy is tightly knitted and rarely far deployed, the following section can never the less provide a variety of adversary profiles for any of them.

ASARI VALKYRIE (RIVAL)

Specialist units of the Asari Republics, these warriors are not only gifted with strong biotic potential, but also equipped with powerful tech to further amplify their combat potential.



Skills: Biotics 2 (●●●●), Discipline 2 (●●●●), Knowledge (LifeSci) 2 (●●●), Knowledge (PhysSci) 2 (●●●), Ranged (Light) 1 (●●●), Tech 2 (●●●), Vigilance 1 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Natural Biotics:** Add +2 damage to biotic attacks; add A A to the result of any Biotics skill check.

Biotics: Asari valkyries have access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Annihilation Field:** Choose one target at short or medium range and make an **Hard** (◆◆◆) **Biotics check**; if successful, the target takes 5 damage + 1 damage per uncancelled ★, with the Blast 2 and Burn 2 qualities.
- **Warp:** Choose one target at short or medium range and make a **Hard** (◆◆◆) **Biotics check**; if successful, the target suffers 5 damage + 1 damage per uncancelled ★, with the Pierce 2 and Sunder quality.

Tech: Asari valkyries can have up to 2 tech abilities readied and may select any of their additional effects. The tech powers they use most often are the following:

- **Neural Shock:** Make an **Average (♦♦) Tech check** targeting an opponent in short or medium range; if successful, the target suffers 7 damage + 1 damage per uncanceled ★, with the Disorient 1 quality.
- **Tech Armor:** Make an **Average (♦♦) Tech check**; if successful, until the end of the valkyrie's next turn, reduce the damage of all hits against them by one, plus one for every ★★. The valkyrie can maintain these effects with the concentrate maneuver.

Equipment:

- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **Logic Arrest Omni-tool:** Add +4 damage to tech attacks; the first Range effect added does not increase difficulty.
- **Light Armor:** 1 defense, +1 soak.

ELCOR "LIVING TANK" (RIVAL)

With their slow speed and immense size, ELCOR are unfortunately easy targets on the battlefields of the galaxy. Fortunately however, their thick hide allows them to ignore the majority of incoming small-arms fire. With their natural toughness and strength, they have long since moved to a form of combat that utilizes these benefits, mounting weaponry appropriate for light vehicles on their backs and leaving it to the VI control systems to aim and fire these. While effective, this practice has earned them the nickname "living tanks", among other less flattering names.



Skills: Athletics 2 (♦♦♦♦), Cool 2 (♦♦), Discipline 2 (♦♦♦♦), Gunnery 2 (♦♦), Knowledge (Warfare) 3 (♦♦♦), Resilience 2 (♦♦♦♦), Survival 2 (♦♦♦), Vigilance 1 (♦♦♦).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Big Guns:** This character has an encumbrance capacity of 14.

Abilities:

- **High-Gravity Adaption:** May remove ■■ imposed by high-gravity environments.

- **Ponderous:** Can never spend more than one maneuver per turn to move.

Equipment:

- **Armor-mounted Light Accelerator Cannon with VI Fire Assist:** Gunnery; Damage 15; Critical 2; Range (Extreme); Breach 1, Cumbersome 5, Slow-Firing 1; add ■ to any checks made with this weapon; if this weapon has not been used, may spend ▲▲▲ or ⚙ from any skill check to cause an automatic hit against a target in range.
- **Heavy Armor:** 2 defense, +2 soak.

ENLISTED SOLDIER (MINION)

Making up the majority of all species' militaries, these troopers are motivated by honor and duty to protect the values of their people, if need be by force. This profile covers light infantry and more commonly the marines serving upon the countless military vessels that move throughout the galaxy.



Skills (group only): Athletics, Brawn, Discipline, Ranged (Heavy), Ranged (Light), Vigilance.

Talents:

- None.

Abilities:

- None.

Equipment:

- **Assault Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire.
- **2 Frag Grenades:** Ranged (Light); Damage 7, Critical 3; Range (Short); Blast 6, Limited Ammo 1, Vicious 2.
- **Light Armor:** 1 defense, +1 soak.

FIGHTER PILOT (MINION)

These pilots are trained in the operation of fighters, interceptors and gunships, to engaged in fast and dangerous dogfights and engage enemy capital ships at close range. Requiring excellent reflexes and in one of the most vulnerable positions during an engagement, many of these pilots turn out to be true adrenaline junkies.



Skills (group only): Gunnery, Piloting, Ranged (Light), Vigilance.

Talents:

- None.

Abilities:

- None.

Equipment:

- **Light Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium).
- **Flight Suit:** +1 soak; vacuum sealed.

MILITARY OFFICER (RIVAL)

Taking commands of squads, platoons, companies and all larger military units, these officers are trained to be tactical and adapt their strategies quickly in the field. Good soldiers in their own right, their true strength lies in the loyalty and courage they inspire in their fellow troops.



Skills: Athletics 2 (●●●), Discipline 2 (●●●), Knowledge (Warfare) 2 (●●), Leadership 2 (●●), Ranged (Heavy) 2 (●●●), Ranged (Light) 2 (●●●), Vigilance 2 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Tactical Direction:** May spend a maneuver to direct one friendly minion group within medium range; that group may immediately perform a free maneuver or add ■ to its next check.

Equipment:

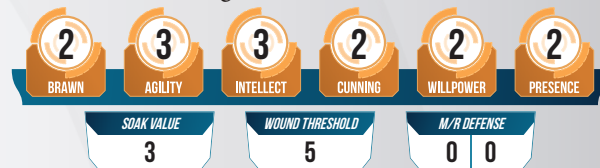
- **Assault Rifle:** Ranged (Heavy); Damage 8; Critical

3; Range (Long); Auto-fire.

- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3.
- **Light Armor:** 1 defense, +1 soak.

NAVY CREWMAN (MINION)

Assigned to the various stations on larger battleships, as well as on installations and docks, these soldiers form the bulk of their crew. With jobs ranging from sensor operation, over flight control and engineering to weapon systems, they are trained to operate as a large team to keep their vessels running.



Skills (group only): Computers, Gunnery, Mechanics, Operating, Ranged (Light).

Talents:

- None.

Abilities:

- None.

Equipment:

- **Light Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium).
- **Service Uniform:** +1 soak.

N7 DESTROYER (NEMESIS)

As part of the few elite soldiers to achieve the prestigious N7 rank of the Alliance, the Destroyer units are outfitted with heavy armor that features strength assistance and inbuilt weapon systems. Originally an experimental project, they saw deployment part way through the Reaper War, driving back foes from strategic positions.



Skills: Athletics 2 (●●●), Brawl 1 (●●●), Cool 2 (●●), Discipline 2 (●●), Gunnery 2 (●●), Leadership 2 (●●), Melee 2 (●●), Resilience 1 (●), Ranged (Heavy) 3 (●●●), Ranged (Light) 3 (●●●), Vigilance 3 (●●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

Abilities:

- None.

Equipment:

- **Special Operations Assault Rifle:** Ranged (Heavy); Damage 9; Critical 3; Range (Long); Auto-fire, Superior.
- **Armor-mounted Micro-missile Launcher:** Gunnery; Damage 8; Critical 4; Range (Medium); Breach 1, Slow-firing 1; add  to any checks made with this weapon; if this weapon has not been used, may spend  or  from any skill check to cause an automatic hit against a target in range.
- **3 Multi-frag Grenades:** Ranged (Light); Damage 6, Critical 4; Range (Short); Linked 3, Limited Ammo 1.
- **Omni-blade:** Melee; Damage 5; Critical 2; Range (Engaged); Pierce 1, Vicious 1.
- **T5-V Battlesuit:** 2 defense, +2 soak; using the Auto-fire quality does not increase the difficulty of combat checks, but each time the character triggers an additional hit, they suffer 1 strain; adds  to any Brawn-based checks (with the exception of Resilience).

N7 PALADIN (NEMESIS)

These Systems Alliance soldiers, who have earned the honor to wear the N7 rank insignia on their armor, are trained in asymmetric warfare and strategic positioning. With a knack for tech powers, and carrying an omni-shield to block enemy fire, they saw increased deployment throughout the late part of the Reaper War, defending vital compounds from the attacking forces.

3 BRAWN	3 AGILITY	3 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK VALUE 5	WOUND THRESHOLD 15	STRAIN THRESHOLD 14	M/R DEFENSE* 2 2		

* This adversary's defense attribute includes the bonuses from their weapons.

Skills: Athletics 2 (, , , Cool 2 (, , Discipline 2 (, , , Knowledge (PhysSci) 3 (, , , Leadership 2 (, , Melee 4 (, , , , Ranged (Light) 3 (, , , Tech 3 (, , , Vigilance 3 (, , .

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Customized Omni-tool 2:** Increases the available slots on the character's omni-tool by 2.

Abilities:

- None.

Tech: An N7 paladin can have up to 3 tech abilities readied and may select any of their additional effects. The tech powers they use most often are the following:

- **Incinerate:** Choose one target at short or medium range and make an **Average** (, ) **Tech check**; if successful, the target suffers 7 damage + 1 damage per uncanceled , with the Burn 3 quality.
- **Cryo Blast:** Choose one target at short or medium range and make an **Average** (, ) **Tech check**; if successful, the target suffers 7 damage + 1 damage per uncanceled , with the Ensnare 3 quality.
- **Charged Melee:** Make an **Average** (, ) **Tech check**; if successful, until the end of the the paladin's next turn, their Brawl and Melee weapon attacks gain the Stun 3 and Phasic 3 qualities. The Paladin can maintain these effects with the concentrate maneuver.
- **Energy Drain:** Make a **Average** (, ) **Tech check** targeting an opponent in short or medium range; if successful, until the end of the paladin's next turn, the target decreases their melee and ranged defense by up to 3 and the paladin increases their defense by an equal amount. The paladin can maintain these effects with the concentrate maneuver.

Equipment:

- **Special Operations Heavy Pistol:** Ranged (Light); Damage 7; Critical 3; Range (Medium); Superior.
- **Omni-shield:** Melee; Damage 3; Critical 6; Range (Engaged); Defensive 1, Deflection 1, Inaccuracy 1, Knockdown.
- **Logic Arrest Omni-tool:** Add +4 damage to tech attacks; the first Range effect added does not increase difficulty.
- **Medium Armor:** 1 defense, +2 soak; adds  to any Brawn-based checks (with the exception of Resilience).



QUARIAN MARKSMAN (RIVAL)

Tactical commando units of the Migrant Fleet, these soldiers undertake essential missions within Geth space, sabotaging strategic positions of the enemy, salvaging tech from before the Morning War and gathering intelligence on Geth movements. With their expertise at long range combat and tactical support, many foes never see them coming.



Skills: Athletics 2 (●●), Computers 2 (●●●), Cool 2 (●●), Discipline 2 (●●), Knowledge (PhysSci) 1 (●●●), Knowledge (Warfare) 1 (●●●), Perception 2 (●●●), Ranged (Heavy) 3 (●●●), Ranged (Light) 2 (●●●), Tech 2 (●●●), Vigilance 2 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Grenadier:** May spend a Story Point to trigger the Blast item quality; grenades are treated as having medium range.

Abilities:

- None.

Tech: A Quarian marksman can have up to 2 tech abilities readied and may select any of their additional effects. The tech powers they use most often are the following:

- **Energy Drain:** Make a **Average (◆◆) Tech check** targeting an opponent in short or medium range; if successful, until the end of the marksman's next turn, the target decreases their melee and ranged defense by up to 1 and the marksman increases their defense by an equal amount. The marksman can maintain these effects with the concentrate maneuver.
- **Tactical Scan:** Make a **Average (◆◆) Tech check** targeting an opponent in short or medium range; if successful, until the end of the marksman's next turn, reduce the Critical rating of all combat checks directed at the target by 1 (to a minimum of 1). The marksman can maintain these effects with the concentrate maneuver.
- **Supply Pylon:** Make an **Average (◆◆) Tech check**; if successful, summon a supply pylon at engaged range that lasts until the end of the marksman's next turn. While engaged with the pylon, may reload a weapon that has run out of ammunition as an incidental. The marksman can maintain this construct

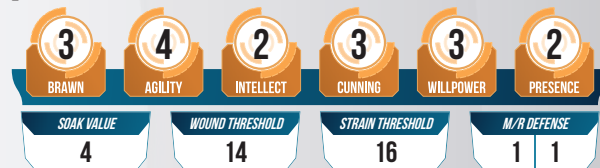
with the concentrate maneuver.

Equipment:

- **Adas Anti-Synthetic Rifle with Tactical Visor:** Ranged (Heavy); Damage 8; Critical 5; Range (Long); Accurate 1, Auto-fire, Blast 5, Disorient 2, Phasic 2.
- **2 Arc Grenades:** Ranged (Light); Damage 6; Critical 5; Range (Medium); Blast 4, Disorient 4, Phasic 2, Limited Ammo 1.
- **Logic Arrest Omni-tool:** Add +3 damage to tech attacks; when using the Sabotage power, the first effect added increases the difficulty by one less than it usually would.
- **Medium Armor:** 1 defense, +2 soak.
- 1 repair patch, 1 medi-gel.

TURIAN CABAL (NEMESIS)

These elite soldiers of the Turian Hierarchy are a rarity in the field. As some of the few Turians to feature biotic potential, they are assigned to unique infantry units that perform infiltration and assassination missions.



Skills: Brawl 3 (●●●), Biotics 3 (●●●), Coordination 2 (●●●), Cool 2 (●●), Discipline 2 (●●), Knowledge (PhysSci) 2 (●●), Knowledge (Warfare) 2 (●●), Piloting 2 (●●), Ranged (Heavy) 3 (●●●), Ranged (Light) 2 (●●), Stealth 2 (●●), Vigilance 2 (●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target once.
- **Battlemaster:** Does not add ■ to Biotics checks for wearing heavy armor or not having at least one hand free.

Abilities:

- None.

Biotics: Turian cabal have access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Charge:** Choose one target at short or medium range and make a **Hard (◆◆◆) Biotics check**; if successful, the target suffers 5 damage + 1 damage per uncanceled ★; the cabal moves one range band closer to the target + 1 range band per ▲▲.

- **Biotic Focus:** Make an **Average** (◆◆) **Biotics** check; if successful, until the end of the cabal's next turn, they increase the ability of any of their skill check by one. The cabal can maintain these effects with a concentrate maneuver.

Equipment:

- **Twin Venom Gauntlets:** Brawl; Damage 4; Critical 3; Range (Engaged); Pierce 1, Vicious 2; when a target suffers wounds from this weapon, they are immediately exposed to one of the substances the cabal carries (cabal's choice).
- **Heavy Marksman Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Accurate 1, Pierce 2.
- **3 Doses Caustic Acid:** Target must make a **Hard** (◆◆◆) **Resilience** check; if they fail, they suffer 2 wounds at the beginning of their turn for the next three rounds + 1 additional round per ☼.
- **3 Doses Neuroparalytic:** Target must make an **Average Resilience** (◆◆◆) check; if they fail, they are immobilized for 3 rounds and are unable to perform any action that requires movement. Each ☼ inflicts 1 strain on the target.
- **Polaris Biotic Amp:** Add +3 damage to biotic attacks; once per round may suffer one strain to perform a concentrate maneuver to sustain a biotic power as an incidental
- **Medium Armor:** 1 defense, +2 soak.
- 1 medi-gel.

TURIAN HAVOC SOLDIER (RIVAL)

Members of the lethal 26th Armiger Legion of the Turian Hierarchy, Havoc troopers are fast-deploying frontline assault fighters. Using the jump jets on their armor, they propel themselves forward to launch lightning-fast strikes against unsuspecting, high-value targets.

3	4	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
5		14		1 1	

Skills: Coordination 2 (◆◆◆◆), Cool 3 (◆◆◆), Discipline 2 (◆◆◆), Piloting 1 (◆◆◆◆), Ranged (Heavy) 2 (◆◆◆◆), Resilience 2 (◆◆◆◆), Vigilance 2 (◆◆◆).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Havoc Strike:** As an action make an **opposed Coordination vs Resilience** check targeting an opponent within short range; if successful, the havoc soldier moves into engaged range and the target is knocked prone and immobilized until the end of this character's next turn.

Equipment:

- **Assault Rifle with Explosive Ammo:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire, Concussive 1.
- **Homing Grenade:** Ranged (Light); Damage 10; Critical 4; Range (Short); Blast 6, Guided 3, Limited Ammo 1.
- **Havoc Armor:** 1 defense, +2 soak; twice per encounter may use an out-of-turn incidental to fly until the end of their next turn; may damage armor by 1 step to extend this effect by one round.
- **Adrenaline Shot:** May be used with a maneuver; until the end of the cabal's next turn, they upgrade any Brawn and Agility based checks by one and may perform a second maneuver without spending strain; at the end of their next turn, they suffer 3 strain.
- 1 spare thermal clip, 1 medi-gel.



MECHS AND SYNTHETICS

Mechanical constructs, employed commonly for combat purposes and/or heavy-duty work. Each unit is controlled by a basic VI system which dictates it to follow its owners orders.

AUTOMATED HEAVY TURRET (RIVAL)

Heavy turrets are employed as part of fortification and are found on military compounds, space stations or protecting frontier world colonies from outside threats. Their weaponry is powerful enough to even damage vehicles, making them absolutely lethal to humanoid targets.



Skills: Gunnery 4 (●●●●), Perception 2 (●●), Vigilance 3 (●●●).

Talents:

- None.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Silhouette 2.**

Equipment:

- **Anti-vehicle Mass Accelerator Cannon:** Gunnery; Damage 25; Critical 3; Range (Long); Auto-fire, Breach 1.

AUTOMATED LIGHT TURRET (RIVAL)

Light turrets are often carried into the field by engineers or fortification specialists. Once deployed, they use their automated IFF systems to target the nearest opponent and open fire with their powerful weapon systems.

Light turrets can be carried and have an encumbrance of 6 when collapsed. Deploying or undeploying them requires an action.



Skills: Gunnery 3 (●●●), Perception 2 (●●), Vigilance 3 (●●●).

Talents:

- None.

Abilities:

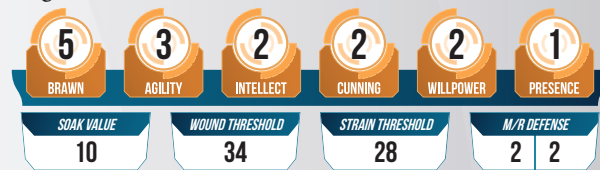
- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Integrated Machine Gun:** Gunnery; Damage 10; Critical 3; Range (Long); Auto-fire, Pierce 2, Vicious 2.

GETH COLOSSUS (NEMESIS)

The largest ground-combat platform in the geth arsenal, Colossi possess effective anti-infantry as well as anti-armor capabilities and can lay waste to squads of organic targets.



Skills: Gunnery 3 (●●●), Resilience 3 (●●●●), Vigilance 1 (●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Silhouette 3.**

Equipment:

- **Integrated Heavy Machine Gun:** Gunnery; Damage 10; Critical 3; Range (Long); Auto-fire, Pierce 3, Vicious 2.
- **Siege Pulse Cannon:** Gunnery; Damage 20; Critical 4; Range (Long); Breach 1, Concussive 1, Slow-firing 2.

GETH HOPPER (RIVAL)

Designed as ambush units and outfitted with both a sniper weapon and tech-based combat functions, these platforms are unknown even to the quarians, marking them as a recent addition to the geth forces.



Skills: Cool 2 (), Coordination 2 (), Perception 1 (), Ranged (Heavy) 1 (), Stealth 2 (), Tech 2 ().

Talents:

- **Swift:** Does not perform extra maneuvers to move through difficult terrain.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Hopper Limbs:** May suffer 1 strain to move to any location within short range, including vertical; can stick to walls.

Tech: Geth hoppers have access to the Sabotage action and may select any of its additional effects. The tech powers they use most often are the following:

- **Overheat** (choose one target carrying a powered weapon in short or medium range and make an **Average** () **Tech check**; if successful, the weapon immediately runs out of ammo).
- **Tactical Scan:** Make a **Average** () **Tech check** targeting an opponent in short or medium range; if successful, until the end of the hopper's next turn, reduce the Critical rating of all combat checks directed at the target by 1 (to a minimum of 1). The hopper can maintain these effects with the concentrate maneuver.

Equipment:

- **Integrated Laser Weapon:** Ranged (Heavy); Damage 8; Critical 2; Range (Long); Accurate 2, Slow-firing 1.
- **Integrated Omni-tool:** The first Range effect added to tech powers does not increase their difficulty.

GETH HUNTER (RIVAL)

Stealth and infiltration units of the geth, carrying powerful plasma shotguns and outfitted with tactical cloaking devices and strong kinetic barriers.



Skills: Cool 2 (), Ranged (Heavy) 2 (), Stealth 2 (), Tech 1 ().

Talents:

- None.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Tech: Geth hunters have access to the Augment action but may only use the following tech power:

- **Tactical Cloak:** Make an **Average** () **Tech check**; if successful, the hunter is rendered invisible, disengages from all foes, is unable to be engaged and gains concealment worth three dice.

Equipment:

- **Phasic Shotgun with Charge Capacitors:** Ranged (Heavy); Damage 8; Critical 3; Range (Short); Blast 5, Knockdown, Phasic 2, Vicious 2.
- Integrated Omni-tool.

GETH PYRO (RIVAL)

In an unusual design choice, the geth outfitted this platform with a flamethrower, a weapon commonly known to strike fear in organic beings due to the grievous injuries it causes. While they see only rare deployment, these units are highly lethal in close combat.



Skills: Gunnery 2 (), Resilience 1 (), Vigilance 1 ().

Talents:

- None.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Flame Thrower:** Gunnery; Damage 9; Critical 2; Range (Short); Burn 4, Blast 9, Cumbersome 3, Vicious 2.

- **Tank Backpack:** Flame thrower can not run out of ammo; if struck by an aimed attack that does damage exceeding soak, the tank explodes, causing 10 damage to the pyro and all engaged characters.

GETH PRIME (NEMESIS)

Easily identified by their hulking size and back-mounted communications suite, the prime platforms function as field commanders to geth squads. Wielding heavy weaponry and equipped with cyber-warfare systems that provide them the support of combat drones, they are a lethal combatant on the battlefield.

4	3	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
6	16	12	1	1	

Skills: Brawl 2 (●●●●●), Computers 1 (●●●●●), Gunnery 3 (●●●●●), Leadership 2 (●●●●●), Perception 2 (●●●●●), Tech 2 (●●●●●), Vigilance 1 (●●●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Field Commander:** As an action, make an **Average** (◆◆) **Leadership** check to allow up to 2 allies to suffer 1 strain and perform a maneuver as an out-of-turn incidental.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Tech: Geth primes have access to the Tech Construct action but may only use the following tech power:

- **Combat Drone:** Make an **Average** (◆◆) **Tech** check; if successful, summon a combat drone at engaged range; the drone takes its turn immediately after the prime and attacks the nearest opponent, unless directed otherwise with a maneuver.

Equipment:

- **Phasic Machine Gun:** Gunnery; Damage 10; Critical 3; Range (Long); Auto-fire, Inaccurate 1, Phasic 2, Pierce 2, Vicious 2
- or
- **Pulse Cannon:** Gunnery; Damage 12; Critical 4; Range (Long); Pierce 5, Concussive 1.
- **Integrated Omni-tool:** Tech constructs summoned by the geth prime do not require a concentrate maneuver.

GETH TROOPER (MINION)

The default infantry units of the geth, deployed in small groups and outfitted with only basic equipment, serving as expendable, but effective soldiers.

2	3	1	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE			
4	6	0	0		

Skills (group only): Brawl, Ranged (Heavy), Vigilance.

Talents:

- None.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink; can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Phasic Assault Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire, Phasic 2.



Hahne-Kedar FENRIS Mech (Rival)

Hahne-Kedar's "attack dog" mechs, designed to guard facilities and incapacitate intruders with their built-in tasers. While commonly deployed on Alliance offworld colonies, they have found their way into the arsenal of various private security providers.



Skills: Athletics 1 (), Brawl 2 (), Perception 2 (), Vigilance 1 ().

Talents:

- None.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Silhouette 0.**

Equipment:

- **Taser:** Brawl; Damage 5; Critical 5; Range (Engaged); Disorient 2, Stun 3, Stun Damage.

Hahne-Kedar LOKI Mech (Minion)

Bipedal humanoid robots created by Hahne-Kedar to serve for guard duty and security duties. Commonly deployed on Alliance colonies, these units became exceedingly popular with certain mercenary groups, such as Eclipse and Blue Suns, who use them as expendable robotic soldiers.



Skills (group only): Melee, Ranged (Light).

Talents:

- None.

Abilities:

- **Mechanical:** Does not need to breathe, eat, or drink; can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Light Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium).
- or
- **Submachine Gun:** Ranged (Light); Damage 5; Critical 3; Range (Short); Auto-fire.

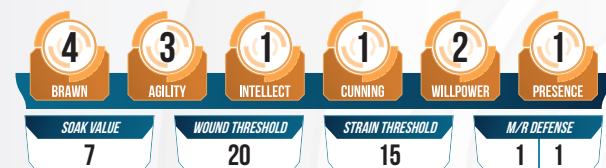
TABLE 5-1: BUYING MECHS AND TURRETS

MECH	PRICE	RARITY
Automated Light Turret	4,000 (R)	5
Automated Heavy Turret	25,000 (R)	6
Hahne-Kedar FENRIS Mech	1,800	4
Hahne-Kedar LOKI Mech	2,500	4
Hahne-Kedar YMIR Mech	8,000 (R)	7

- **Baton:** Melee; Damage 4; Critical 5; Disorient 2, Stun Damage.

Hahne-Kedar YMIR Mech (Nemesis)

This heavy weapons platform is designed as an anti-infantry killing machine. Protected by strong armor and kinetic barriers and equipped with weaponry strong enough to damage light vehicles, these units are dangerous in the wrong hands - such as the Eclipse and Blue Suns, who frequently deploy them as heavy support units.



Skills: Brawl 1 (), Gunnery 3 (), Perception 1 (), Vigilance 2 ().

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Auto-Bracing:** Using the Auto-fire quality does not increase the difficulty of combat checks; each time the YMIR triggers an additional hit, it suffers 1 strain.
- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- **Silhouette 2.**

Equipment:

- **Integrated Machine Gun:** Gunnery; Damage 10; Critical 3; Range (Long); Auto-fire, Pierce 2, Vicious 2.
- **Integrated Rocket Launcher:** Gunnery; Damage 12; Critical 4; Range (Long); Blast 10, Breach 1, Prepare 1, Slow-firing 2.
- **Mechanical Limbs:** Brawl; Damage 7; Critical 4; Range (Engaged); Concussive 1, Disorient 2, Knockdown.

HUMANOID INFILTRATION UNIT (NEMESIS)

First revealed to be employed by Cerberus at the beginning of the Reaper War, these humanoid mechs are designed to perfectly mimic an organic. They accomplish this due to their advanced artificial intelligence (disregarding the Council's ban on AIs) and a synthetic flesh layer that covers their outer shell.

Although the only known unit was the unit designated "Eva Coré", a gynoid model posing to be a human researcher, it remains unknown how many of these units Cerberus deployed. Following the discovery of Coré, the Alliance produced their own limited number of units to serve as tactical ground forces in the war.

3	3	3	4	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
5	15	15	0 0		

Skills: Brawl 2 (●●●◆), Athletics 2 (●●●◆), Computers 3 (●●●●), Cool 3 (●●●◆), Deception 4 (●●●●●), Knowledge (PhysSci) 2 (●●●◆), Perception 2 (●●●◆◆), Ranged (Light) 3 (●●●●), Skulduggery 3 (●●●●◆), Stealth 4 (●●●●●), Tech 3 (●●●●), Vigilance 2 (●●●)



Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target once.
- **Customized Omni-tool 2:** Increases the available slots on the character's omni-tool by 2.

Abilities:

- **Synthflesh Cover:** Discerning that the infiltration unit is a mech and not an organic being requires a **Formidable** (◆◆◆◆) **Perception** check.
- **Shocking Reveal:** When an infiltration unit would be incapacitated and its true form has not been revealed to the PCs before, the GM may spend a Story Point for the unit to escape the encounter. This should be accompanied by a dramatic narration of the unit losing its synthflesh covering.

Tech: Infiltration units can have up to 3 tech abilities readied and may select any of their additional effects. The tech powers they use most often are the following:

- **Twin Incineration:** Choose one target at short or medium range and make a **Daunting** (◆◆◆◆) **Tech** check; if successful, the target suffers 6 damage + 1 damage per uncanceled ☼, with the Auto-fire and Burn 2 qualities.
- **Overload:** Choose one target at short or medium range and make an **Average** (◆◆) **Tech** check; if successful, the target suffers 6 damage + 1 damage per uncanceled ☼, with the Phasic 1 quality.
- **Tactical Cloak:** Make an **Average** (◆◆) **Tech** check; if successful, until the end of the the infiltration unit's next turn, it is rendered invisible, disengages from all foes, is unable to be engaged and gains concealment worth three dice. The unit can maintain these effects with the concentrate maneuver.
- **Decoy:** Make an **Average** (◆◆) **Tech** check; if successful, summon a decoy at engaged range that lasts until the end of the the unit's next turn. While engaged with the decoy, upgrade the difficulty of all combat checks targeting the unit once. The unit can maintain the decoy with the concentrate maneuver.

Equipment:

- **Special Operations Heavy Pistol:** Ranged (Light); Damage 7; Critical 3; Range (Medium); Superior.
- **Cryo Strike:** Brawl; Damage 4; Critical 2; Range (Engaged); Ensnare 1, Vicious 2.
- **Integrated Omni-tool:** Add +3 damage to tech attacks; the first Range effect added does not increase difficulty; when the character rolls ☉ while casting a tech power, they roll ● and add it to the results; when the character rolls ☼ while casting a tech power, they roll ◆ and add it to the results.

MERCENARIES

Private military outfits that work for the highest bidder and for their own personal profit. They are ruthless, violent and well equipped.

CAT6 HEAVY (RIVAL)

Equipped with tough armor and possessing physical strength uncommon in humans, these Mercenary troops usually command squads of CAT6 troops. Their omni-shields grant them protection and their light machine-guns tear targets to shreds.



* This adversary's defense attribute includes the bonuses from their weapons.

Skills: Athletics 2 (●●●●●), Brawl 2 (●●●●●), Discipline 2 (●●●●●), Gunnery 2 (●●●●●), Vigilance 2 (●●●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Incredible Strength:** May wield the light machine-gun with one hand, reducing its range to Medium and adding ■ to any combat checks with it.

Equipment:

- **Light Machine Gun:** Gunnery; Damage 10; Critical 3; Range (Long); Auto-fire, Inaccurate 1, Pierce 2, Vicious 2.
- **Omni-shield:** Melee; Damage 4; Critical 6; Defensive 1, Deflection 1, Inaccurate 1, Knockdown.
- **Medium Armor:** 1 defense, +2 soak.

ECLIPSE COMMANDO (NEMESIS)

The most lethal biotic warriors in the Eclipse. Commandos often harbor a grudge against the Asari government that rejected them for service, choosing to join eclipse to instead satisfy their hunger for power.



Skills: Biotics 3 (●●●●●), Coercion 2 (●●●●●), Cool 1 (●●●●●), Discipline 2 (●●●●●), Knowledge (LifeSci) 1 (●●●●●), Knowledge (PhysSci) 2 (●●●●●), Leadership 2 (●●●●●),

Ranged (Light) 2 (●●●●●), Vigilance 1 (●●●●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

Abilities:

- **Tactical Direction:** May spend a maneuver to direct one friendly minion group within medium range; that group may immediately perform a free maneuver or add ■ to its next check.

Biotics: Eclipse commandos have access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Warp:** Choose one target at short or medium range and make a **Hard** (◆◆◆) Biotics check; if successful, the target suffers 8 damage + 1 damage per uncanceled ☆, with the Pierce 2 and Sunder quality.
- **Annihilation:** Choose one target at short or medium range and make an **Average** (◆◆) Biotics check; If successful, the target suffers 8 damage + 1 damage per uncanceled ☆, with the Burn 2 quality.
- **Backlash Barrier:** Make a **Hard** (◆◆◆) Biotics check; if successful, until the end of the commando's next turn, reduce the damage of all hits against them by one, plus one for every ☆☆. The commando can maintain these effects with the concentrate maneuver and spend ⚡⚡⚡ or ⚡ from a combat check targeting them to cause the attacker to suffer one hit causing the same total damage.

Equipment:

- **Submachine Gun with Disruptor Ammo:** Ranged (Light); Damage 5; Critical 3; Range (Short); Auto-fire, Phasic 2.
- **Savant Biotic Amp:** Add +4 damage to biotic attacks; the first Range effect added does not increase difficulty.
- **Light Armor:** 1 defense, +1 soak.

ECLIPSE VANGUARD (RIVAL)

These troops are the strongest front-line fighters of the Eclipse mercenary company. Using their biotic abilities to devastating effects, they are able to quickly cover the gap to their opponents and deliver lethal blows.



Skills: Biotics 2 (●●●●●), Discipline 2 (●●●●●), Knowledge (PhysSci) 1 (●●●●●), Ranged (Heavy) 2 (●●●●●), Vigilance 1 (●●●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once), Battlemaster (does not add ■ to Biotics checks for wearing heavy armor or not having at least one hand free).

Abilities:

- None.

Biotics: Eclipse vanguards have access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Charge:** Choose one target at short or medium range and make an **Average (◆◆) Biotics check**; if successful, the target suffers 5 damage + 1 damage per uncanceled ☆; the Vanguard moves one range band closer to the target + 1 range band per ▲▲.
- **Shockwave:** Choose one target at short or medium range and make an **Average (◆◆) Biotics check**; if successful, the target suffers 5 damage + 1 damage per uncanceled ☆, with the Disorient 1 and Knockdown qualities.

Equipment:

- **Shotgun:** Ranged (Heavy); Damage 8; Critical 3; Range (Short); Blast 5, Knockdown, Vicious 2.
- **Gemini Biotic Amp:** Add +2 damage to biotic attacks; adding the Charge or Close Combat effects does not increase difficulty.
- **Medium Armor:** 1 defense, +2 soak.

KROGAN MERCENARY (RIVAL)

Strong built, aggressive and willing to charge head first into battle to emerge the bloodied victor, Krogan are species of true warriors. As such, many search their luck as mercenaries, some freelance, but many having joined the Blood Pack.



Skills: Athletics 2 (◆◆), Brawl 2 (◆◆), Coercion 2 (◆◆), Discipline 1 (◆), Ranged (Heavy) 2 (◆◆), Resilience 1 (◆◆), Vigilance 1 (◆).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Takedown:** As an action make an **opposed Brawl vs Resilience check** targeting an engaged opponent; if successful, target is knocked prone and immobilized until the end of this character's next turn.

Abilities:

- **Blood Rage:** After suffering 1 wound, increase the damage of Brawl and Melee attacks by 1 until end of the encounter; after suffering a Critical Injury, increase the damage of Brawl and Melee attacks by 2 until end of the encounter.

Equipment:

- **High-caliber Shotgun:** Ranged (Heavy); Damage 10; Critical 3; Range (Short); Blast 5, Knockdown, Limited Ammo 3, Vicious 2.
- **Armored Fists:** Brawl; Damage 4; Critical 4; Range (Engaged); Disorient 3, Knockdown.
- **Krogan Medium Armor:** 1 defense, +2 soak.

MERCENARY ENGINEER (RIVAL)

Tech specialists in their mercenary company, outfitted with the some of the best omni-tools they can afford. They also serve as maintenance for most of the company's equipment and vehicles.



Skills: Computers 2 (◆◆), Cool 1 (◆), Knowledge (PhysSci) 2 (◆◆), Mechanics 2 (◆◆), Ranged (Light) 1 (◆◆), Tech 2 (◆◆).

Talents:

- None.

Abilities:

- None.

Tech: Mercenary engineers can have up to 2 tech abilities readied and may select any of their additional effects. The tech powers they use most often are the following:

- **Overheat:** Choose one target carrying a powered weapon in short range and make an **Average (◆◆) Tech check**; if successful, the weapon immediately runs out of ammo.
- **Incinerate:** Make an **Average (◆◆) Tech check** targeting an opponent in short range; if successful, the target suffers 5 damage + 1 damage per uncanceled ☆, with the Burn 2 quality.
- **Overload:** Make an **Average (◆◆) Tech check** targeting an opponent in short range; if successful, the target suffers 5 damage + 1 damage per uncanceled ☆, with the Phasic 1 quality.

- **Combat Drone:** Make a **Hard** (◆◆◆) **Tech** check; if successful, summon a combat drone at engaged range; the drone takes its turn immediately after the prime and attacks the nearest opponent, unless directed otherwise with a maneuver; spend a maneuver to detonate the drone causing 5 damage to all engaged characters.
- **Tech Armor:** Make an **Average** (◆◆) **Tech** check; if successful, until the end of the engineer's next turn, reduce the damage of all hits against them by one, plus one for every ✨. The engineer can maintain these effects with the concentrate maneuver.

Equipment:

- **Submachine Gun:** Ranged (Light); Damage 5; Critical 3; Range (Short); Auto-fire.
or
- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **Nexus Omni-tool:** Add +2 damage to tech attacks; tech constructs remain summoned until the end of the encounter without the use the concentrate maneuver; when the character rolls ☉ while casting a tech power, they roll □ and add it to the results.
- **Light Armor:** 1 defense, +1 soak.

MERCENARY HEAVY (RIVAL)

Carrying the heaviest weapons in their company's arsenal, these soldiers are only deployed in engagements against dangerous opponents or anti-vehicular missions.

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 4		WOUND THRESHOLD 10		M/R DEFENSE 1 1	

Skills: Athletics 1 (◆◆◆), Brawl 2 (◆◆◆), Gunnery 2 (◆◆◆), Perception 1 (◆◆), Vigilance 1 (◆◆).

Talents:

- **Big Guns:** This character has an encumbrance threshold of 13 and reduces the Cumbersome rating of any weapon they carry by 1, to a minimum of 3.

Abilities:

- None.

Equipment:

- **Grenade Launcher:** Gunnery; Damage 8; Critical 4; Range (Medium); Blast 6, Limited Ammo 6.
or
- **Missile Launcher:** Gunnery; Damage 20; Critical 2; Range (Extreme); Blast 10, Breach 2, Guided 3, Limited Ammo 1, Prepare 1.
or
- **Flame Thrower:** Gunnery; Damage 9; Critical 2; Range (Short); Blast 9, Burn 4, Vicious 2.
- **Light Armor:** 1 defense, +1 soak.
- 2 spare missiles (if using the missile launcher).



MERCENARY SNIPER (RIVAL)

The long range assassins and support troops within a mercenary company, outfitted with high-impact sniper weapons that make quick work of even well armored targets.



Skills: Cool 2 (○○), Perception 2 (○○◇), Ranged (Heavy) 3 (○○○), Vigilance 1 (○◇).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Quick Draw:** Once per round on this character's turn, may draw or holster an easily accessible weapon or item as an incidental.

Abilities:

- None.

Equipment:

- **Sniper Rifle with Telescopic Sight:** Ranged

(Heavy); Damage 9; Critical 2; Range (Extreme); Accurate 2, Limited Ammo 3, Pierce 2; reduce the difficulty of combat checks at long or extreme range by one.

or

- **Burst-fire Sniper Rifle:** Ranged (Heavy); Damage 7; Critical 2; Range (Extreme); Accurate 2, Limited Ammo 3, Linked 2, Pierce 2.
- **Light Armor:** 1 defense, +1 soak.
- 2 spare thermal clips.

MERCENARY TROOPER (MINION)

This profile represents any basic soldier working within a mercenary company, be they Eclipse, Blue Suns, CAT6 or others. It can also be used to represent most common military soldiers in local, planetary armies, or other private security forces.



Skills (group only): Athletics, Brawl, Ranged (Heavy), Ranged (Light), Vigilance.

Talents:

- None.

Abilities:

- None.

Equipment:

- **Assault Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire.
- or
- **Shotgun:** Ranged (Heavy); Damage 8; Critical 3; Range (Short); Blast 5, Knockdown, Vicious 2
- or
- **Submachine Gun:** Ranged (Light); Damage 5; Critical 3; Range (Short); Auto-fire.
- **1 Flashbang Grenade:** Ranged (Light); Damage 6; Critical 5; Range (Short); Blast 4, Concussive 1, Disorient 2, Limited Ammo 1, Stun Damage.
- **Light Armor:** 1 defense, +1 soak.

ELITE MERCENARIES

There may be times where you, the GM, wish to confront your players with more serious members of the mercenary factions. Someone may have sent a CAT6 hit squad after them, maybe they stepped on the toes of a powerful cell of Eclipse or they might even be fighting the Shadow Broker's forces!

If you need to increase the power and threat of the normal mercenary goons depicted here, consider some of the following:

- Give minion groups a rank of the Adversary talent; this very quickly signals to the players that these are not the usual cannon-fodder.
- Increase an individual minion's wound threshold by 1 or 2; even a small increase like that can make sure they last an extra turn.
- Outfit their weapons with an ammunition upgrades (see page 65); adding armor-piercing or shredder ammunition greatly increases their damage potential.

Note that combining all of these features, or adding too many of these minions, can quickly overpower an encounter and end badly for the PCs, so be considerate in how dangerous you want it to be!

VETERAN MERCENARY ENGINEER (RIVAL)

Elite specialists found only in prominent mercenary troupes, the Veteran Engineers have long moved past tending their companies' motorpools. With their tech powers and unique omni-bow weaponry, they have become just as much a danger on the battlefield as their fellow, more commonly equipped, soldiers.

2	3	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		15		1 1	

Skills: Computers 2 (●●●), Cool 1 (●●), Mechanics 2 (●●●), Ranged (Light) 3 (●●●), Tech 2 (●●●), Vigilance 2 (●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Prepared Tripmine:** Once per encounter, as an incidental, may spend a Story Point to force an opponent within medium range to make a **Hard** (◆◆) **Vigilance check**; if they fail, they

suffer 3 wounds + 1 wound per ✕; ☹☹☹ or ☹ may be spent to stagger opponent for 1 round.

- **Armor-Piercing Arrow:** May spend a maneuver to increase the Pierce quality on the next attack with the Omni-bow by 2.

Tech: Veteran engineers can have up to 1 tech ability readied and may select any of their additional effects. The tech powers they use most often are the following:

- **Invasion:** Make an **Average** (◆◆) **Tech check** targeting an opponent in short or medium range; if successful, until the end of the engineer's next turn, the target decreases the ability of any skill checks using their equipment by one. The engineer can maintain these effects with the concentrate maneuver.

- **Overheat:** Choose one target carrying a powered weapon in short or medium range and make an **Average** (◆◆) **Tech check**; if successful, the weapon immediately runs out of ammo.

Equipment:

- **Omni-bow:** Ranged (Light); Damage 7; Critical 2; Range (Medium); Pierce 2, Prepare 1.
- **Cipher Omni-tool:** Add +3 damage to tech attacks; when using the Sabotage power, the first effect added increases the difficulty by one less than it usually would.
- **Light Armor:** 1 defense, +1 soak.

VORCHA BOOM-SQUAD (RIVAL)

Trained in the use of heavy weapons, grenades, incendiary devices and anything else dangerous and volatile, these Vorchas are often used as the Blood Pack's trump card. Their weaponry is dangerous at range and not few of these pyromaniacs have been known to detonate their remaining supplies as a "parting gift" to their enemies.

3	3	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
4		12		0 0	

Skills: Brawl 2 (●●●), Coercion 1 (●●), Gunnery 2 (●●●), Ranged (Light) 2 (●●●), Resilience 1 (●●●).

Talents:

- **Grenadier:** May spend a Story Point to trigger the Blast item quality; grenades are treated as having medium range
- **Quick Draw:** Once per round on this character's turn, may draw or holster an easily accessible weapon or item as an incidental.

Abilities:

- **Highly Volatile:** May use an action to detonate their equipment, vaporizing themselves and dealing 12 damage to all engaged characters; may also use this ability immediately when they are incapacitated.

Equipment:

- **Grenade Launcher:** Gunnery; Damage 8; Critical 4; Range (Medium); Blast 6, Limited Ammo 6.
or
- **Missile Launcher:** Gunnery; Damage 20; Critical 2; Range (Extreme); Blast 10, Breach 2, Guided 3, Limited Ammo 1, Prepare 1.
or
- **Flame Thrower:** Gunnery; Damage 9; Critical 2; Range (Short); Blast 9, Burn 4, Vicious 2.



- **3 Frag Grenades:** Ranged (Light); Damage 7, Critical 3; Range (Medium); Blast 6, Limited Ammo 1, Vicious 2.
or
- **3 Inferno Grenades:** Ranged (Medium); Damage 8, Critical 3; Range (Short); Blast 5, Burn 2, Limited Ammo 1.
- **Claws:** Brawl; Damage 3; Critical 3.

VORCHA GRUNTS (MINION)

Employed by the Blood Pack as cannon fodder, these vicious fighters often appear in large groups, swarming their targets and overwhelming them with their sheer number, resilience and ferocity.



Skills (group only): Brawl, Ranged (Light), Resilience.

Talents:

- None.

Abilities:

- **Threatening:** When providing assistance on another character's Coercion checks, add ⚡ to results for each minion in the group beyond the first.

Equipment:

- **Outlaw Submachine Gun:** Ranged (Light); Damage 6; Critical 3; Range (Short); Auto-fire, Inferior.
- **Claws:** Brawl; Damage 3; Critical 3.

VORCHA PACKLEADER (RIVAL)

Having worked their way to the tip of the pack by being stronger, tougher and more violent than the rest of their brethren, packleaders take a lieutenants role in the Blood Pack order.



Skills: Brawl 2 (🟡🟡), Coercion 2 (🟡🟡), Leadership 1 (🟡), Ranged (Light) 2 (🟡🟡), Resilience 1 (🟡🟢).

Talents:

- **Scathing Tirade:** Use this talent to make an **Average** (🔱) **Coercion check**; for each ⚡, one opponent within short range suffers 1 strain; for each ⚡, one affected opponent suffers 1 additional strain.

Abilities:

- None.

Equipment:

- **Outlaw Submachine Gun:** Ranged (Light); Damage 6; Critical 3; Range (Short); Auto-fire, Inferior.
- **1 Inferno Grenade:** Ranged (Light); Damage 8, Critical 3; Range (Short); Blast 5, Burn 2, Limited Ammo 1.
- **Claws:** Brawl; Damage 3; Critical 3.

ODDITIES, FRINGERS AND

LEGENDS

The galaxy is home to many curious, personality. Some are drifters that try to find their place in the galaxy, others are exiled from civilization (be it by choice or force), and some of those mentioned here are barely more than a myth, their existence rumored, or a story told at night.

ARDAT-YAKSHI (NEMESIS)

Born with a rare genetic disorder exclusive to Asari pure-bloods, the Ardat-Yakshi possess a unique mutation of their nervous system that kills their partner when mating. Adding to that, an Ardat-Yakshi grows in mental prowess after each such encounter, and their nervous system drives them to “feed” more. Because of this, each Asari discovered to suffer from the condition is given the choice: life in isolation in one of the few monasteries created for this purpose, or death. Alas, some manage to escape their fate, choosing a life on the run from the Justicars, constantly driven by their hunger for more power.

2	2	2	3	5	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
3	16	20	0 0		

Skills: Biotics 4 (●●●●●), Charm 3 (●●●●●), Cool 3 (●●●●●), Deception 3 (●●●●●), Discipline 2 (●●●●●), Knowledge (LifeSci) 2 (●●●●●), Ranged (Light) 2 (●●●●●), Streetwise 2 (●●●●●), Vigilance 2 (●●●●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Natural:** Once per session, may reroll any one Biotics or Charm check.

Abilities:

- **Ardat-Yakshi Biotics:** Add +3 damage to biotic attacks; reduce the difficulty of all Biotics skill checks by one; after successfully using a biotic attack or domination power, heal 1 wound.

Biotics: An ardat-yakshi has access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Reave:** Choose one organic target at short or medium range and make an **Average** (●●●) Biotics check; if successful, the target takes 8 damage + 1

damage per uncanceled ✨, with a Critical Rating of 2 and the Vicious 2 quality.

- **Neural Devastation:** Choose one target at short or medium range and make a **Hard** (●●●●) Biotics check; if successful, the target takes 13 damage + 1 damage per uncanceled ✨, with the Stun Damage quality.
- **Mass Dominate:** Choose up to two non-synthetic targets at short and make a **Hard** (●●●●) Biotics check; if successful, until the end of the ardat-yakshi's next turn, the targets decrease the ability of any of their skill checks by one. The ardat-yakshi may spend a number of ▲ to affect additional targets within range and can maintain these effects with a concentrate maneuver.
- **Confusion:** Choose one non-synthetic target at short range and make a **Hard** (●●●●) Biotics check; if successful, until the end of the ardat-yakshi's next turn, the target decreases the ability of any of their skill checks by one. After the target makes a check, the ardat-yakshi may change any one die in the pool not displaying a ☉ or ☿ to a different face. The ardat-yakshi can maintain these effects with a concentrate maneuver.
- **Mind Control:** Choose one non-synthetic target at short range and make a **Daunting** (●●●●●) Biotics check; if successful, until the end of the ardat-yakshi's next turn, the target decreases the ability of any of their skill checks by one and must follow the ardat-yakshi's orders. The ardat-yakshi can maintain these effects with a concentrate maneuver.

Equipment:

- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **Durable Clothing:** +1 soak
- A bottle of hallex (10 doses), 1 medigel.

ASARI ARCHAEOLOGIST (RIVAL)

During the “maiden” stage of an Asari’s life, they are driven to exploration; their curious mind drives them to see the galaxy and make experiences that will shape their life. This Asari in particular has chosen to explore the remnants of old civilizations, such as the Protheans or those that came even before them.



Skills: Astrocartography 2 (●●●), Biotics 2 (●●), Knowledge (LifeSci) 2 (●●●), Knowledge (Society) 3 (●●●), Perception 3 (●●●), Ranged (Light) 1 (●), Streetwise 2 (●●), Survival 2 (●●), Vigilance 1 (●).

Talents:

- **Applied Research 1:** Once per session may use a knowledge skill and Intellect when making a check instead of the skill and characteristic the skill would normally require.
- **Swift:** This character does not suffer the penalties for moving through difficult terrain.

Abilities:

- **Natural Biotics:** Add +2 damage to biotic attacks; add ▲▲ to the result of any Biotics skill check.

Biotics: Asari archaeologists have access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Levitation:** Make a **Hard** (◆◆◆) **Biotics check**; if successful, until the end of the archaeologist’s next turn, they increase the ability of any of their skill check by one and gain the ability to levitate (see page 100 of the **GENESYS** Core Rulebook). The archaeologist can maintain these effects with a concentrate maneuver.
- **Biotic Orb:** Choose one target at short or medium range and make an **Average** (◆◆) **Biotics check**; if successful, the target suffers 4 damage + 1 damage per uncanceled ✨, with the Stun Damage quality.

Equipment:

- **Light Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium).
- **Durable Clothing:** +1 soak.
- **Omni-tool with Advanced Scanner** (add ▲ to any Perception check to investigate).
- Survival kit.

KROGAN WARLORD (NEMESIS)

Krogan Warlords are the oldest and toughest of their kind. They rise to power within their clans by brutality, physical strength and tactical expertise that outmatches their fellow warriors. In battle, they are fearless frontline fighters, their infamous rage, tough armor and heavy weaponry all serving as good reason to start running the other direction.



Skills: Athletics 2 (●●●), Brawl 2 (●●●), Coercion 3 (●●●), Discipline 2 (●●), Knowledge (Warfare) 2 (●●), Leadership 2 (●●), Melee 3 (●●●), Ranged (Heavy) 3 (●●●), Vigilance 2 (●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Big Guns:** This character has an encumbrance threshold of 12 and reduces the Cumbersome rating of any weapon they carry by 1, to a minimum of 3.
- **Lethal Blows 2:** Add +20 to any Critical Injuries inflicted by this character.

Abilities:

- **Blood Rage:** After suffering 1 wound, increase the damage of Brawl and Melee attacks by 1 until end of the encounter; after suffering a Critical Injury, increase the damage of Brawl and Melee attacks by 2 until end of the encounter.

Equipment:

- **High-caliber Shotgun:** Ranged (Heavy); Damage 10; Critical 3; Range (Short); Blast 5, Knockdown, Limited Ammo 3, Vicious 2.
- **Heavy Krogan Warhammer:** Melee; Damage 10; Critical 5; Range (Engaged); Concussive 1, Cumbersome 5, Knockdown.
- **Armored Fists:** Brawl; Damage 5; Critical 4; Range (Engaged); Disorient 3, Knockdown.
- **Heavy Krogan Armor:** 2 defense, +2 soak; vacuum sealed.

KROGAN BATTLEMASTER BIOTIC (NEMESIS)

With biotics being a rare ability among Krogon, the few that possess them quickly rise to fame and power within their ranks. Their abilities make them powerful soldiers, earning them the unique title of “Battlemaster”, and are famed to rival ten warriors of any other species. They hold no respect for honor or mercy, they will go to any lengths to achieve victory in combat, no matter how reprehensible, making them fearsome opponents on the battlefield.

4 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	4 WILLPOWER	2 PRESENCE
SOAK VALUE 7	WOUND THRESHOLD 18	STRAIN THRESHOLD 17	M/R DEFENSE 2 2		

Skills: Athletics 2 (), Biotics 3 (), Brawl 2 (), Cool 2 (), Coercion 3 (), Discipline 2 (), Knowledge (PhysSci) 2 (), Knowledge (Warfare) 2 (), Ranged (Heavy) 3 (), Vigilance 2 ().

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Battlemaster:** Does not add ■ to Biotics checks for wearing heavy armor or not having at least one hand free.

Abilities:

- **Blood Rage:** After suffering 1 wound, increase the damage of Brawl and Melee attacks by 1 until end of the encounter; after suffering a Critical Injury, increase the damage of Brawl and Melee attacks by 2 until end of the encounter.

Biotics: Krogon battlemasters have access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Charge:** Choose one target at short or medium range and make an **Average () Biotics check**; if successful, the target suffers 6 damage + 1 damage per uncanceled ☆; the battlemaster moves one range band closer to the target + 1 range band per ▲▲.
- **Biotic Crush:** Choose one target at short range and make a **Hard () Biotics check**; if successful, the target suffers 10 damage + 1 damage per uncanceled ☆.
- **Warp Detonation:** Choose one target at short range and make a **Daunting () Biotics check**; if successful, the target suffers 10 damage + 1 damage per uncanceled ☆, with the Pierce 2 quality.

Equipment:

- **Assault Rifle with Explosive Rounds:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire, Concussive 1.
- **Armored Fists:** Brawl; Damage 5; Critical 4; Range (Engaged); Disorient 3, Knockdown.
- **Gemini Biotic Amp:** Add +2 damage to biotic attacks; adding Charge or Close Combat effects does not increase difficulty.
- **Heavy Krogon Armor:** 2 defense, +2 soak; vacuum sealed.

QUARIAN MECHANIC (RIVAL)

As their rite of passage, each Quarian is required to undertake their Pilgrimage in which they journey out and gather some experience in life and valuable resources before returning to the Migrant Fleet. Due to their upbringing, many Quarians earn some credits during this time freelancing as engineers and mechanics, and some even choose to leave the fleet for good, the experiences of their Pilgrimage encouraging them to live free.

2 BRAWN	2 AGILITY	3 INTELLECT	2 CUNNING	1 WILLPOWER	2 PRESENCE
SOAK VALUE 3	WOUND THRESHOLD 12	M/R DEFENSE 0 0			

Skills: Astrocartography 1 (),

Computers 2 (),

Knowledge (PhysSci) 1 (), Mechanics 2 (),

Negotiation 2 (), Survival 2 ().

Talents:

- **Resourceful Mechanic 2:** When repairing vehicles or synthetic characters, repair two more hull or wounds.

Abilities:

- None.

Equipment:

- **Phasecaster Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium); Phasic 2.
- **Quarian Enviro-suit:** +1 soak; vacuum sealed.
- Portable toolkit, 2 emergency repair patches.

YAHG (NEMESIS)

A sapient but primitive species from the planet Parnack, Yahg are known particularly for their perceptiveness and exceedingly aggressive nature. Due to the violent fate of the Council delegation sent to Parnack, the homeworld has been declared off-limits.

With their tough skin, immense physical strength and ability to learn and adapt quickly, they are among the most dangerous species in the galaxy.

5 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	1 PRESENCE
SOAK VALUE 6	WOUND THRESHOLD 28	STRAIN THRESHOLD 18	M/R DEFENSE 0 0		

Skills: Athletics 3 (●●●●●◆), Brawl 3 (●●●●●◆), Cool 2 (●●◆), Coercion 2 (●●◆), Perception 3 (●●●●●), Resilience 3 (●●●●●◆), Survival 3 (●●●●●), Vigilance 2 (●●◆).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

Abilities:

- **Charge:** When making a Brawl or Melee attack immediately after using a maneuver to engage a target, may spend ▲▲▲ or ☸ to use this talent to knock the target prone and move them up to one range band away.

- **Predator's Sight:** Remove ■■ from any Perception, Vigilance or combat check due to smoke, darkness or concealment.
- **Silhouette 2.**
- **Terrifying:** At the start of an encounter, all opponents must make a **Hard** (◆◆) **fear check** as an out-of-turn incidental, as per page 243 of the **GENESYS** Core Rulebook.

Equipment:

- **Huge Fists:** Brawl; Damage 7; Critical 3; Range (Engaged); Disorient 3, Knockdown.
- **Overhead Slam:** Brawl; Damage 8; Critical 4; Range (Engaged); Blast 8, Concussive 1, Knockdown, Prepare 1.



REAPER FORCES

Reapers, known “Old Machines” to some, are those who upkeep the “cycle of extinction” within the galaxy. Once every 50,000 years or so, they arrive from the dark space beyond the galaxy’s rim to eradicate all sufficiently advanced life in the galaxy. Whether you choose to make reapers a key feature of your campaign is up to you, but the following profiles represent the adversaries a party may encounter during the Eden Prime War or the Reaper War.

COLLECTORS

Created from the remainders of indoctrinated Protheans, the Collectors are nothing more than a twisted, cybernetically modified shadow of their former selves. Turned into mindless drones, they spend their existence behind the Omega 4 Relay, only appearing occasionally to perform weird trades within Terminus space.

COLLECTOR ASSASSIN (RIVAL)

Deadly shocktroopers of the Collector forces, assassins carry heavy particle beams into combat, which they use to attack their foes from afar. With their high precision these weapons turn truly lethal against any unfortunate target within their sights.



Skills: Cool 1 (●), Gunnery 2 (●●●), Melee 1 (●●●), Perception 2 (●●●).

Talents:

- None.

Abilities:

- None.

Equipment:

- **Collector Particle Beam:** Gunnery; Damage 10; Critical 2; Range (Long); Accurate 1, Breach 1, Linked 1, Limited Ammo 5, Prepare 1.
- **Carapace Blades:** Melee; Damage 5; Critical 3; Range (Engaged); Vicious 1.

COLLECTOR CAPTAIN (RIVAL)

Leading groups of foot-soldiers into the field, these captains serve as the highest authority during deployment; that is, until a drone is possessed by Harbinger. Captains also carry within their carapace a small swarm of seeker insects, which they deploy to immobilize and harass their foes.



Skills: Discipline 1 (●●), Leadership 1 (●), Melee 2 (●●●), Perception 2 (●●●), Ranged (Heavy) 2 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Seeker Swarm:** Once per encounter, may use an action to summon a seeker swarm which takes its turn immediately after the captain. The swarm acts independently to attack any foes.

Equipment:

- **Collector Assault Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire; this weapon has no hardpoints, but has the Outdated Heatsink attachment built-in.
- **Carapace Blades:** Melee; Damage 5; Critical 3; Range (Engaged); Vicious 1.

COLLECTOR DRONE (MINION)

Mindless soldiers of the Collector forces, they march recklessly into battle to destroy anyone deemed a foe by their swarm.



Skills (group only): Melee, Perception, Ranged (Light).

Talents:

- None.

Abilities:

- None.

Equipment:

- **Collector Submachine Gun:** Ranged (Light); Damage 5; Critical 3; Range (Short); Auto-fire; this weapon has no hardpoints, but has the Outdated Heatsink attachment built-in.
- **1 Frag Grenade:** Ranged (Light); Damage 7; Critical 3; Range (Short); Blast 6, Limited Ammo 1, Vicious 2.
- **Carapace Blades:** Melee; Damage 4; Critical 3; Range (Engaged); Vicious 1.

COLLECTOR GUARDIAN (RIVAL)

Defensive troopers of the Collector forces, the guardians deploy mobile cover positions and provide covering fire for their swarm.



Skills: Athletics 1 (●●●), Melee 1 (●●●), Ranged (Heavy) 2 (●●●), Vigilance 2 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Hex Shield:** Once per encounter, may use a maneuver to deploy a hex shield in engaged range that provides a ranged defense of 2 for up to two characters.

Equipment:

- **Collector Assault Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire; this weapon has no hardpoints, but has the Outdated Heatsink attachment built-in.
- **Carapace Blades:** Melee; Damage 5; Critical 3; Range (Engaged); Vicious 1.

POSSESSED COLLECTOR (NEMESIS)

After Harbinger, through the Collector general, assumes personal control of a Collector on the field, their form changes. Their chitinous carapace cracks, energy pouring from within, and the nearly dormant biotic nodes of eezo in their nervous system activate, granting them newfound combat potential.

ASSUMING DIRECT CONTROL

Usually, Possessed Collectors don't enter the battlefield until the group of drones is engaged by a powerful enemy, such as a Spectre or a team of N7 operatives. On such occasions, the GM may spend a Story Point at the start of a Collector adversary's turn (apart from Seeker Swarms) to transform them into a Possessed Collector. The Possessed Collector joins the encounter with no wounds, strain or conditions carrying over from its previous form.

If the previous form was a Collector Drone, reduce that minion group's size by one and have the Possessed Collector roll Cool to generate an initiative slot, otherwise have the Possessed Collector take the current initiative slot.



Skills: Biotics 3 (●●●), Cool 2 (●●), Discipline 1 (●●), Leadership 2 (●●), Melee 2 (●●), Ranged (Heavy) 2 (●●), Resilience 1 (●●).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

Abilities:

- **Twisted Biotics:** Add +3 damage to biotic attacks; treat this character's ranks of Knowledge (PhysSci) and Knowledge(LifeSci) as 2 for the purposes of adding biotic effects.

Biotics: A possessed collector has access to all biotic abilities except dominate and may select any of their additional effects. The biotic powers they use most often are the following:

- **Reave:** Choose one organic target at short range and make an **Average (◆◆) Biotics check**; if successful, the target takes 6 damage + 1 damage per uncancelled ★, with a Critical Rating of 2 and the Vicious 2 quality.
- **Shockwave:** Choose one target at short range and make an **Average (◆◆) Biotics check**; if successful, the target takes 6 damage + 1 damage per uncancelled ★, with the Disorient 2 and Knockdown qualities.

- **Warp Detonation:** Choose one target at short range and make a **Formidable (◆◆◆◆)** Biotics check; if successful, the target takes 9 damage + 1 damage per uncanceled ✨, with the Pierce 2 quality.

Equipment:

- **Collector Assault Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire; this weapon has no hardpoints, but has the Outdated Heatsink attachment built-in.
- **Carapace Blades:** Melee; Damage 5; Critical 3; Range (Engaged); Vicious 1.

SEEKER SWARM (RIVAL)

These cybernetic insects are deployed by the Collectors to paralyze and incapacitate their foes, leaving them open to abduction or elimination.



Skills: Brawl 2 (●●●◆), Coordination 2 (●●●◆), Leadership 1 (●●●◆), Melee 2 (●●●◆), Perception 2 (●●●◆), Ranged (Heavy) 2 (●●●◆).

Talents:

- None.

Abilities:

- **Swarm:** Halve the damage dealt to this character before applying soak, unless the weapon has the Blast or Burn quality (regardless of whether the quality is activated).
- **Hindering Mass:** May spend a maneuver to make an **opposed Coordination versus Coordination check** targeting one engaged opponent; if successful, the opponent is immobilized.
- **Paralyzing Sting:** Enemies who are wounded by a seeker swarm must make a **Hard (◆◆◆)** Resilience check as an out-of-turn incidental or become staggered until the end of their next turn.
- **Silhouette 2.**

Equipment:

- **Stingers:** Brawl; Damage 1; Critical 4; Range (Engaged); Pierce 3.

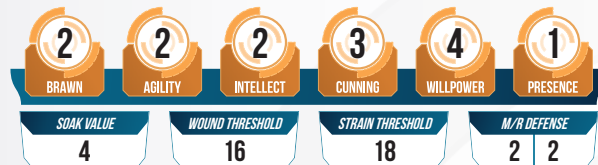
HUSKS

What happens to those the Reapers deem unfit for processing is a fate worse than death. Their bodies hideously transformed by the “dragon’s teeth” and nano-machines that dry them out and convert large parts of their organic

structure to cybernetics, husks are named for the shell of their former self they represent. Grossly twisted, mindless slaves to the Reapers, their only purpose is now to strike terror in their foes and assist the harvest.

BANSHEE (NEMESIS)

Created from a select few Asari, those with the Ardat-Yakshi condition or a latent potential for it, Banshee are some of the most powerful and terrifying creatures in the Reaper’s arsenal. Their biotic potential empowered by their cybernetic modifications, they seek out and eliminate priority targets.



Skills: Biotics 4 (●●●●), Brawl 3 (●●●◆), Cool 3 (●●●◆), Discipline 2 (●●●◆), Resilience 3 (●●●◆), Vigilance 2 (●●●◆).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.

Abilities:

- **Synthetic Zombie:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater.
- **Twisted Ardat-Yakshi Biotics:** Add +3 damage to biotic attacks; reduce the difficulty of all Biotics skill checks by one; treat this character’s ranks of Knowledge (PhysSci) and Knowledge (LifeSci) as 2 for the purposes of adding biotic effects.
- **Petrifying Scream:** Once per encounter, may suffer 3 strain and spend a maneuver to force all opponents in long range to make a **Hard (◆◆◆)** fear check as an out-of-turn incidental. If they fail, they are immobilized until the end of their next turn; ✨ from this check may be spent to disorient the opponent, ✨ may be spent to stagger them.
- **Grapple:** May suffer 2 strain; all opponents must spend 2 maneuvers to disengage.
- **Impale:** May suffer 3 strain and spend a maneuver to add the Pierce 4 and Phasic 2 qualities to this character’s next Brawl combat check
- **Warp Implosion:** When incapacitated, a banshee is consumed in an implosion that destroys their body.

Biotics: A banshee has access to all biotic abilities and may select any of their additional effects. The biotic powers they use most often are the following:

- **Charge:** Choose one target at short or medium range and make an **Average (♦♦) Biotics check**; if successful, the target suffers 8 damage + 1 damage per uncanceled ✨; the Banshee moves one range band closer to the target + 1 range band per ▲▲.
- **Warp:** Choose one organic target at short or medium range and make an **Average (♦♦) Biotics check**; if successful, the target takes 8 damage + 1 damage per uncanceled ✨, with the Pierce 2 quality.

Equipment:

- **Long Claws:** Brawl; Damage 5; Critical 2; Range (Engaged); Vicious 2.

BRUTE (RIVAL)

A horrid amalgam, created from the body of a Krogan, with the partial head of a Turian, Brutes serve as living tanks and heavy anti-infantry units of the Reaper forces. Outfitted with heavy armor-plating and powerful muscles, Brutes smash through squads of soldiers and light fortifications with ease.



Skills: Brawl 3 (♦♦♦♦♦), Resilience 3 (♦♦♦♦♦), Vigilance 2 (♦♦♦♦♦).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target twice.
- **Durable 2:** Reduce any Critical injury result by 20, to a minimum of 01.
- **Takedown:** As an action make an **opposed Brawl vs Resilience check** targeting an engaged opponent; if successful, target is knocked prone and immobilized until the end of this character's next turn.

Abilities:

- **Synthetic Zombie:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater.
- **Death Lunge:** When incapacitated, may make one out-of-turn Brawl attack against one engaged opponent; add ■ to this check.
- **Silhouette 2.**

Equipment:

- **Rending Claws:** Brawl; Damage 8; Critical 4; Range (Engaged); Disorient 3, Knockdown.

CANNIBAL (RIVAL)

Monstrous fusions of Batarians and Humans, these creatures make up a large part of the Reaper ground forces, due to their initial arrival in Batarian space. Equipped with an arm-mounted cannon, and outfitted with the capabilities to regenerate by consuming dead husks, these creatures trigger as much terror as disgust in their foes.



Skills: Brawl 2 (), Gunnery 2 (), Ranged (Light) 2 (), Resilience 1 (), Vigilance 1 ().

Talents:

- None.

Abilities:

- **Synthetic Zombie:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater.
- **Cannibalize:** Once per encounter, may spend an action to consume an engaged corpse of a husk; the cannibal heals 4 wounds and increases their soak by 1 for the rest of the encounter.

Equipment:

- **Arm Cannon:** Gunnery; Damage 7; Critical 4; Range (Medium); Disorient 2.
- **Frag Grenades:** Ranged (Light); Damage 7; Critical 3; Range (Short); Blast 6, Limited Ammo 1, Vicious 2.

HARVESTER (RIVAL)

Created from creatures of the same name that usually spend their existence in the desolate landscapes of desert worlds, harvesters work as synthetic-organic air support for the Reaper ground forces. With their massive wings they cover ground quickly, and their powerful cannons decimate light infantry squads.



Skills: Coordination 3 (), Gunnery 3 (), Resilience 1 (), Vigilance 2 ().

Talents:

- None.

Abilities:

- **Synthetic Zombie:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater.
- **Flyer:** Can fly; see the Flying sidebar on page 100 of the GENESYS Core Rulebook.
- **Post-Mortem Explosion:** Explodes when incapacitated; dealing 6 damage to all engaged characters.
- **Silhouette 3.**

Equipment:

- **Head-mounted Cannons** Gunnery; Damage 9; Critical 4; Range (Long); Disorient 2, Linked 1.
- **Clawed Legs:** Brawl; Damage 6; Critical 3; Range (Engaged); Pierce 2.

HUSK (MINION)

The first cybernetic monsters encountered by the species of the current cycle, Husks were first believed to be the product of the Geth, who used “dragon’s teeth” in the Eden Prime War to transform humans into these creatures. Mindless slaves, completely immune to outer stimuli, the Reapers use these as expendable shock troops, assaulting enemies in swarms and tearing into them with electrically charged claws.



Skills (group only): Brawl.

Talents:

- None.

Abilities:

- **Synthetic Zombie:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater.
- **Overwhelming Numbers:** Add ✨ to all combat checks for each minion in the group beyond the first.

Equipment:

- **Charged Claws:** Brawl; Damage 3; Critical 5; Range (Engaged); Disorient 2, Stun 3.

MARAUDER (RIVAL)

Created from harvested Turians, Marauders are powerful fighters and support units. Still carrying their service weapons and additionally outfitted with the ability to reinforce their fellow troops’ armor.



Skills: Brawl 1 (), Cool 2 (), Ranged (Heavy) 3 (), Vigilance 1 ().

Talents:

- None.

Abilities:

- **Synthetic Zombie:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater.
- **Reinforce Ally:** Once per encounter, may spend an action and target an engaged allied minion; the target is immobilized and staggered until the end of its next turn, after that it increases its soak by 1 until the end of the encounter.

Equipment:

- **Assault Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Auto-fire.

RAVAGER (RIVAL)

Created from the Rachni, long deemed extinct, Ravagers are mobile artillery platforms of the Reaper ground-forces. They have been grafted with two powerful cannons and carry sacks of Swarmers on their body which swamp their foes.



Skills: Cool 1 (●), Gunnery 3 (●●●), Resilience 1 (●◆◆).

Talents:

- None.

Abilities:

- **Synthetic Zombie:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater.
- **Swarmer Sack:** When this character suffers wounds from a combat check, may spend ♠♠ from the check to spawn a Swarmer Mass at engaged range which joins the combat encounter.
- **Acidic Blood:** When hit by a Melee or Brawl attack, may spend a number of ♠ to inflict the same number of wounds to the attacker.

Equipment:

- **Twin Artillery Cannons:** Gunnery; Damage 7; Critical 4; Range (Long); Disorient 2, Linked 1.

SWARMER MASS (RIVAL)

Created from parts organic Rachni, but mostly Reaper cybernetics, these small swarms are carried into battle by Ravagers. Once released, they dash towards an enemy and attack by leaping onto them and detonating.



Skills: Brawl 2 (●◆).

Talents:

- None.

Abilities:

- **Synthetic Zombie:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater.

- **Swarm:** Halve the damage dealt to this character before applying soak, unless the weapon has the Blast or Burn quality (regardless of whether the quality is activated).

- **Suicide Leap:** As an incidental, may suffer up to 3 wounds to add up to 3 ⚡ to their next combat check; must always use this ability when attacking.

Equipment:

- **Acid Detonation:** Brawl; Damage 5; Critical 6; Range (Engaged); Burn 1.

UNDERWORLD

Just as every light casts a shadow, every civilized society always bears a seedy underbelly, made up of those that strive for freedom at all cost, wealth and power by any means, the down-and-outs, or those just out for chaos. On some planets and the Citadel, this underworld works quietly, doing their best to remain unseen as not to be dismantled, but in many places, like Omega, criminality runs rampant, kept in check only by those among them who take a more organized approach to their business.

BATARIAN PIRATE (MINION)

Selfish, bloodthirsty and greedy, pirates are just as present in the vastness of space as they once were on the oceans of planets. They board and plunder ships, sometimes even kill or enslave the owners. Within civilized systems, pirates live at the constant threat of persecution and death by law-enforcement authorities.



Skills (group only): Cool, Gunnery, Ranged (Heavy), Ranged (Light).

Talents:

- None.

Abilities:

- None.

Equipment:

- **Outlaw Shotgun:** Ranged (Heavy); Damage 9; Critical 3; Range (Short); Blast 5, Inferior, Knockdown, Vicious 2.
- or
- **Outlaw Submachine Gun:** Ranged (Light); Damage 6; Critical 3; Range (Short); Auto-fire, Inferior.
- **Light Armor:** 1 defense, +1 soak.

BATARIAN PIRATE CAPTAIN (NEMESIS)

At the helm of any pirate ship stands a captain, the most cunning and ruthless of his crew. While the methods by which they board ships and deal with passengers vary, each captain is always out for the biggest score, and making sure to get away unscathed.



Skills: Brawl 3 (●●●●●), Coercion 3 (●●●●●), Cool 2 (●●●), Gunnery 2 (●●●●●), Knowledge (Underground) 2 (●●●), Leadership 2 (●●●), Operating 2 (●●●), Ranged (Heavy) 2 (●●●●●), Resilience 2 (●●●●●), Streetwise 2 (●●●●●), Vigilance 2 (●●●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.



- **Quick Draw:** Once per round on this character's turn, may draw or holster an easily accessible weapon or item as an incidental.

Abilities:

- **Tactical Direction:** May spend a maneuver to direct one friendly minion group within medium range; that group may immediately perform a free maneuver or add  to its next check.

Equipment:

- **Kishock Harpoon Gun:** Ranged (Heavy); Damage 10; Critical 2; Range (Long); Limited Ammo 1, Pierce 2, Vicious 2.
- **Spiked Omni-gauntlet:** Brawl; Damage 4; Critical 2; Range (Engaged); Knockdown, Pierce 1, Vicious 3.
- **Medium Armor:** 1 defense, +2 soak.
- 3 spare harpoons.

BATARIAN SLAVER (RIVAL)

The concept of slavery is not unknown in the galaxy, and “indebted working contracts” are, in fact, not uncommon in the Terminus systems and neighboring regions. Those that would kidnap and sell people however are still considered to be some of the worst scum and most horrible criminals. And yet, the business remains booming, with civilian transports not uncommonly being forced to pay tribute in the form of some of its passengers and the markets on Omega selling slaves daily.



Skills: Brawl 2 (, , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,

DRELL ASSASSIN (RIVAL)

With assassin not being an unusual occupation for a Drell working within the Compact, some of those that move away from the Primacy still choose this career to earn their living. With their strong physiology, predatory instincts and perfect memory, Drell make for some of the best in the business.



Skills: Athletics 1 (), Brawl 3 (), Cool 2 (), Coordination 2 (), Knowledge (Underground) 1 (), Ranged (Light) 3 (), Skulduggery 2 (), Stealth 2 (), Vigilance 1 ().

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Dual Wielder:** May perform a maneuver to reduce the difficulty of their next check to attack with two weapons by one.
- **Quick Draw:** Once per round on this character's turn, may draw or holster an easily accessible weapon or item as an incidental.

Abilities:

- **Finesse:** May use Agility instead of Brawn when making Melee or Brawl checks.

Equipment:

- **2 Suppressed Heavy Pistols:** Ranged (Light); Damage 6; Critical 3; Range (Medium); add ■■ to Perception or Vigilance checks to locate a character firing this weapon.
- **Durable Clothing:** +1 soak.

EXPERT FORGER (RIVAL)

In a galaxy ruled (mostly) under a unified government, there is a lot of paperwork, and consequently a lot of people that simply don't have time for all that paperwork. The forger caters to these, offering their services to easily create any document, license, waiver or manifest their client needs - for the right price.



Skills: Computers 2 (), Knowledge (Underground) 2 (),

Perception 2 (), Streetwise 2 (), Vigilance 1 ().

Talents:

- **Eye for Detail 1:** After making a Mechanics or Computers check, may suffer up to 1 strain to convert that many ✨ to ▲.

Abilities:

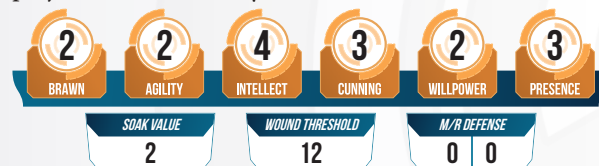
- None.

Equipment:

- **Light Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium).
- Precision forging tools.

INFORMATION BROKER (RIVAL)

With the extranet allowing near-immediate transfer for information throughout the galaxy, access to this information is more important than ever before - especially access to information one is usually not privy to. Brokers run their business by buying and selling information, trading secrets and keeping a delicate balance on who knows what. Often working as parts of larger nets or cells, they dig up dirt on political figures, secret science projects and mercenary contracts.



Skills: Computers 2 (), Cool 2 (), Knowledge (Society) 1 (), Knowledge (Underground) 3 (), Negotiation 2 (), Perception 2 (), Streetwise 2 ().

Talents:

- **Knack for It 2:** Remove ■■ from any Computers, Knowledge (Underground) and Streetwise checks.

Abilities:

- None.

Equipment:

- **Light Pistol:** Ranged (Light); Damage 5; Critical 4; Range (Medium).
- Encrypted datapad.



CHAPTER 6: THE GAME MASTER

Within the **MASS EFFECT** setting, there is a large range of stories to tell, and not all of them fit in the usual scope of “traditional” roleplaying games. Not all characters are shining heroes, not all wear the N7 designation on their armor and heroically stand to defy the odds of the Reaper cycle. Instead, the galaxy features many characters that struggle with smaller odds, that fight for justice on scales far smaller, or that work in unsavory businesses, far from the well represented militaries and elegance of the Citadel.

This chapter is designed to help you, the Game Master, tell a variety of stories along with your players, from more traditional, military campaigns to independent parties of merchants, explorers or aspiring mercenaries. On the following pages, you will find suggestions for different power levels to start player characters at, guidelines for running a military campaign, insight into the Reapers, relevant locations within the galaxy and some example story hooks to get you started.

LEVELS OF PLAY

While most traditional campaigns start their characters at the beginning, with their base level of experience and accolades, some GMs and parties may want to tell a story featuring more experienced characters, who have already advanced beyond their basic training. For these kinds of campaign starts, the following section provides some options, inspired by the Experienced Characters sidebar on page 44 of the **GENESYS** Core Rulebook.

EXPERIENCED CHARACTERS

Representing well-traveled characters who have already braved a few adventures, this level of play is a good choice for a boosted start, allowing the GM and players to tell more advanced stories with higher stakes from the very beginning.

- **Starting Experience:** All player characters gain an additional 50 XP after character creation. This XP can not be spent to increase characteristics or raise any skill above rank 3.
- **Starting Equipment:** All players gain an additional 1,000 credits to spend on starting gear.
- **Favors:** Each player gains a small favor with a faction of their choice.

VETERAN CHARACTERS

With some ample experience under their belt and some major challenges behind them, this level of play should be used to represent characters who have hit their stride. They are highly proficient in the skills at which they are trained and have seen their fair share of challenges in the galaxy. They could be highly trained soldiers, experienced merchants, wise political envoys or daring adventurers.

- **Starting Experience:** All player characters gain an additional 150 XP after character creation. This XP can not be spent to increase characteristics or raise any skill above rank 3.
- **Starting Equipment:** All players gain an additional 4,000 credits to spend on starting gear.
- **Favors:** Each player gains a regular favor with a faction of their choice or two small favors with factions of their choice.

LEGENDARY CHARACTERS

As the highest entry point to a campaign, this level of play represents powerful, highly skilled and trained individuals. They have faced many battles and challenges, and have grown to be local, possibly even galactic legends. They may be specialists of their government militaries, some of the most successful mercenaries in the milky way or highly influential in the broker and business sector.

- **Starting Experience:** All player characters gain an additional 300 XP after character creation. This XP can not be spent to increase characteristics.
- **Starting Equipment:** All players gain an additional 20,000 credits to spend on starting gear. At the GM's discretion, they may acquire restricted items.
- **Favors:** Each player gains a large favor with a faction of their choice or two regular favors with factions of their choice.



MILITARY CAMPAIGNS

As one of the most featured plotlines in the Mass Effect franchise, stories of dutiful soldiers, proud warriors and teams of talented operatives putting their life on the line to protect the existence of their species or save the galaxy makes for an exciting story to tell.

An essential part of these stories is that they tell of a bigger picture, to which the heroes are only part of, though their part may be quite significant. When running a military campaign, the Game Master can and should ensure that the players are aware of this bigger picture, to make the surrounding galaxy feel dynamic and alive, but also to make their own contributions feel meaningful to the story being told.

INVOLVEMENT IN EXISTING STORIES

The Mass Effect franchise provides multiple examples of military campaigns and conflicts over the course of its timeline, though the most notable ones are the First Contact War between Turians and Humans in 2157, the Eden Prime War against Saren and the Geth in 2183 and the following Reaper War in 2186. Each of these conflicts affords a variety of options to include the player characters, contributing to the success of their faction.

Depending on your preference, and the interest of your party, this may very well put them in close contact with other heroes of those stories, such as Commander Shepard, their companions or the various military commanders and powerful figures. How much you allow these existing characters to be part of the narrative is up to you.

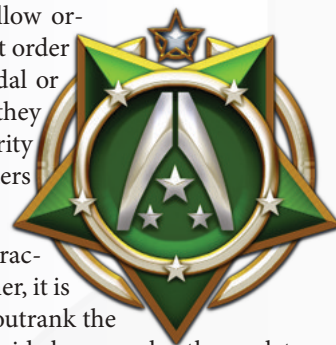
MILITARY STRUCTURES

When working as part of an organized military, most player characters are likely to hold a rank within its structure and are therefore part of the chain of command. While players may often be specialists, rather than rank-and-file soldiers, they are still likely to encounter superior officers or subordinate troopers. When dealing with superiors, the PCs are expected to follow their given orders, but to avoid an NPC dictating their actions, the GM should leave them with most of the authority on how to achieve their goals. They may be assigned tasks and missions, but the details of their execution should be left up to the party, to avoid the GM “railroading” them, and to more accurately represent a party of specialists tackling a given assignment.

When the players are provided a set of subordinate NPCs, such as squads of soldiers, technical personnel or ship crews, remember that these characters are loyal,

dedicated and trained to follow orders. As long as the PCs don’t order them to do something suicidal or morally objectionable, they should respect their authority and comply with given orders to the best of their abilities.

When it comes to player characters interacting with each other, it is quite possible that one may outrank the other. The players need to decide how much they let this factor into their game, how much they want to highlight it in their roleplay and how much they are willing to let another player govern their action. In the end, the party’s goal should be to drive the story along, and the players have to make sure that everyone is having a good time doing so. Confrontations about their respective authorities are disruptive, and the GM should act as a moderator to prevent escalations.



MISSIONS AND ASSIGNMENTS

While operating within an organized military, a large part of the adventures the players experience are likely to be missions on which their characters have been assigned by their superiors. The following list provides some examples of mission types a GM might want to send them on. Some of these types, like an ambush, might be handled over the course of a single session, other missions may be the goal of a larger adventure, or maybe even an entire campaign.

AMBUSH

These missions require stealth, intel, weaponry, and the personnel to wield it. Tasked with eliminating smaller groups of enemies with tactical advantage and the element of surprise. Ambush missions are well suited to be handled in one or two sessions, to keep a fast pace and high levels of excitement.

ESTABLISH AN OUTPOST

As part of military expansion, the player characters may be required to create a new base or re-establish an old one. These may range from supply depots at the back of the line, over listening posts in well-traveled systems, to forward command structures at the beginning of an assault. Apart from the logistical work to establish these bases, the missions may also feature an element of defense against existing or arriving hostile forces.

These missions don't necessarily have to end with a victory for the player's faction. It is not unheard of bases to be lost, at which point an exfiltration of all stationed personnel is still considered a success by many commanders who value the lives of their soldiers.

SABOTAGE

Sabotage missions are an effective way to cripple enemy forces through the loss of strategic positions or capabilities. The execution of these missions varies, ranging from actual demolition of enemy structures to the infiltration and disruption of their communications or network systems. These missions may see the PCs acting undercover or sneak behind the enemy lines and to then disappear again after their deed is done.

Depending on the size of the target, these missions can encompass a small adventure arc, consisting of gathering information, making plans and only executing it after ample preparations have been made over the previous sessions.

RECONNAISSANCE

Unlike sabotage, where disruption of the enemy is the primary goal, reconnaissance missions are designed to not interfere with, or target the opposing force. Instead, the PCs are tasked to gather as much valuable intelligence as possible, determine troop strength, equipment and any tactical advantages the foe may possess.

Recon missions can often work in conjunction with other assignments, such as ambush or sabotage, with the reconnaissance functioning as the beginning to a given mission, before concrete plans for the execution of the rest of the mission are made.

ESPIONAGE

Related to and a possible extension of reconnaissance missions, espionage assignments require the characters to go undercover to infiltrate the enemy and funnel as much tactical information as possible back to their command. These missions are high risk operations, and the consequences for captured spies are grim, so player characters are likely to need a very special set of skills and gear to accomplish these encounters.

As such, espionage missions are much better suited to a campaign that focuses on them and where all players were made aware of the tone and types of assignment in advance, as many "common" soldiers are likely to struggle or feel uninvolved in a story that highlights spies and infiltrators.

RESCUE AND RECOVERY

Tasked to retrieve captured personnel, lost equipment,

or valuable data, these types of missions combine elements of infiltration, subversion and high stakes combat. The PCs will be selected and sent out to make their way into enemy territory, and the challenges they face may vary greatly, depending on the enemies knowing of their planned rescue mission in advance.

Missions like these offer many careers the option to shine - while an infiltrator may be able to enter the enemy installation unsuspected, it may require a doctor to make sure the target can be extracted without losing them, and the pilot will need to be ready to make a quick getaway, while the soldier protects the valuable package from pursuers.

FULL ASSAULT

The most direct, daring and dangerous missions for any party to undertake, a full assault pitches a large unit of soldiers against a powerful opposing force. Battles like the final fight for Earth or the assault on Palaven during the Reaper War fall into this category. Often these battles may be fought in multiple theaters at the same time, ground assaults, aerial dogfights and capital ship warfare combining to make for deciding points in a conflict.

It is important for the GM to make sure that player characters have specific goals to accomplish during these missions, such as eliminating high-value targets, destroying enemy defense structures or taking over their forward positions. The PCs are most often extraordinary soldiers, and their contribution to the battle should be valuable and have a definite impact.

SUPPLIES AND REQUISITIONS

When military player characters are assigned to a mission, they are usually issued appropriate or necessary equipment to take along with them. Similarly, maintenance costs of their equipment are usually covered, and players shouldn't need to concern themselves with them. This does not mean that PCs don't earn credits and have reason to use them, of course. Each soldier is still paid their due, which they may invest in any of their vices, interests, or even personalized gear, provided such acquisitions are permitted by their military. Additionally, with their enlistment in the military, a variety of restricted gear becomes legally available to them, as it is issued for missions. The GM is the final arbiter on which restricted items become available.

At the beginning of a campaign, the starting equipment acquired by the PCs is considered the equipment issued to them. Alternatively the GM may forgo players choosing their starting equipment to be outfitted with a standardized set instead. See the starting gear segment of each career for inspiration.

TABLE 6-1: MISSION SPECIFIC EQUIPMENT

MISSION TYPE	EXAMPLE EQUIPMENT
Ambush	Camouflage Netting (1 roll per squad), Flashbang Grenades (2 per soldier), Grenade Launcher (1 per squad)
Boarding Action	Breaching Charge (1 per squad), Flashbang Grenades (2 per soldier), Riot Shield (1 per soldier)
Site Defense	Frag Grenades (2 per soldier), Light Machine Gun (1 per squad), Portable Toolkit (1 per squad)
Sabotage	Demolitions Charge (1 per soldier), Missile Launcher (1 per squad)
Quarantine Operation	Flame Thrower (2 per squad), Inferno Grenades (2 per soldier), Vacuum-sealed Light Armor (1 per soldier)
Ground Assault	Light Infantry Fighting Vehicle (1 per squad), Grenade Launcher (1 per squad), Light Machine Gun (1 per squad), Frag Grenades (2 per soldier)

When preparing for a mission, the organization the PC belongs to will provide them with some standard issue equipment appropriate to the mission at no cost. Examples for this standard issue gear can be found in **Table 6-1: Mission-specific Equipment**. Note that not all gear presented there is listed within this book's gear section; some of the items described are narrative and should be treated as having narrative effects.

If any PCs request additional equipment that may reasonably be assigned to such missions, they can make a Negotiation or Knowledge (Warfare) check with the difficulty based on the rarity of the item (see the **Table I.5-1: Rarity** on page 82 of the **GENESYS Core Rulebook**). If the check succeeds, they will be provided the requested item for use during the mission, at no cost to their personal funds.

Any equipment assigned for military use remains property of the associated military organization, and the soldier it has been assigned to is expected to take care of

it. While they may often be allowed to keep their equipment with them between missions (affording them a more personal connection to the items and also reducing the amount of management involved), careless or unauthorized use, or vandalism of the equipment is likely to be punished with disciplinary action.

FAVORS

Within a military focused campaign, favors may seem out of place, especially when it comes to their interaction with gear and services. Never the less, the players are encouraged to gain and owe favors in these campaigns, though the way they acquire and spend them may be different.

Within the military, small favors could be spend to gain additional equipment from the quartermaster, or be switch a shift with a comrade. Regular and Large favors can extend further, to the point of going beyond loyalties, for instance gaining air support despite the pilots not having the permission to assist, or being let into areas restricted to authorized personnel.



MASS COMBAT

When it comes to large scale combat, it would become highly complicated and tedious for a GM to track all individual adversaries fighting each other. Similarly, players would lose interest quickly, as they are not involved when it comes to hordes of NPCs fighting each other. While many GMs may simply describe the proceedings of a large battle as they and the players tell the story of their PCs, some may wish to have a more mechanical ground to these combats. To this end, **MASS EFFECT** contains a set of rules for running Mass Combat, in an abridged and simplified format to that found in the **LEAD BY EXAMPLE** book of Fantasy Flight Game's **AGE OF REBELLION** series.

When two opposing forces meet in a narratively relevant battle, the PCs are usually found allied with one of the factions. We will call this the "allied force" for the rest of the section, with the "opposing force" being the other side.

BATTLE PHASES

A Mass Combat check is rolled at the end of each phase of a battle to determine the proceedings of the fight and how the tide of battle is shifting. A phase is a narrative, unspecified, length of time and is just as long as it takes the allied force to achieve the goal they are working towards. The number of these phases is up to the GM, but usually a battle should consist of 2 to 5 of them. During each phase, the PCs have assisting goals to accomplish, and their contributions should always be important contributions to the overall combat. When the PCs accomplish their goal, or meet a turning point in the fight, the GM may call the end of the current battle phase and proceed to make a Mass Combat check.

EXAMPLE: BATTLE OF EARTH

Using the battle for Earth at the end of the Reaper War as an example, the battle phases could look as follows:

Deploy Ground Forces: The allied forces try to gain a foothold in London, with the PCs being tasked to disable anti-air positions

Fight towards the Conduit: The allied forces fight through a ruined city, opposed by large amounts of Reaper ground forces. The PCs could be leading smaller strike teams, eliminating high value targets or destroying fortified positions.

Defeat the Reaper Destroyers: Multiple large Reapers protect the Conduit and devastate the allied forces. The PCs are tasked to reach the Thanix Missiles whose crew has perished, arm the missiles and launch them at the Reapers.

Obviously, this battle was ultimately decided by the actions of one person at the heart of the Citadel, and its outcome still sparks heated discussions. It is up to the players and GM to decide how they want their version of the Reaper War to end.

BUILDING THE DICE POOL

When the GM decides to make a Mass Combat check, they assemble a dice pool from Ability and Difficulty dice, with the number of  based on the strength of the allied force and the number of  based on the strength of the opposing force. See **Table 6-2: Mass Combat Force Strength** for some examples of collected forces.



TABLE 6-2: MASS COMBAT FORCE STRENGTH

FORCE STRENGTH	INITIAL DICE POOL	EXAMPLE GROUND FORCES	EXAMPLE SPACE FORCES
Trivial	-	Hundreds of civilian militia A platoon of trained soldiers or Geth troopers A squad of Krogan A swarm of Husks A squadron of mechanized infantry or artillery	A squadron of fighters, interceptors or gunships A pair of corvettes or combat-readied freighters
Significant	♦ or ♦	Thousands of civilian militia A company of trained soldiers and associated vehicles A detachment of Reaper ground forces A platoon of mechanized infantry or artillery	A wing of fighters, interceptors or gunships A squadron of corvettes or combat-readied freighters A single frigate
Imposing	♦♦ or ♦♦	An army of militia or indigenous forces A battalion of trained soldiers and associated vehicles A mass of Reaper ground forces A company of mechanized infantry or artillery	Multiple wings of fighters, interceptors or gunships Numerous corvettes or combat-readied freighters A pair of frigates A single cruiser A Reaper destroyer
Staggering	♦♦♦ or ♦♦♦	A regiment of trained soldiers and associated vehicles A special forces unit, such as the STG or Turian Blackwatch A battalion of heavy combat vehicles or artillery	A small fleet of frigates A pair of cruisers A single dreadnought A single Reaper
Vast	♦♦♦♦ or ♦♦♦♦	A single species' combined ground forces The combined ground forces of the Reapers, as created during a cycle	A single species' combined fleet A small fleet of Reapers
Overwhelming	♦♦♦♦♦ or ♦♦♦♦♦	Any force larger and more skilled than the ones listed above	Any force larger and more skilled than the ones listed above

After determining the initial dice pool, the GM then upgrades a number of Ability dice to Proficiency dice and a number of Difficulty dice to Challenge dice. The number of dice upgraded is equal to the ranks in the Leadership skill that the commander of the respective force possesses. For example, a staggering allied force commanded by an adversary with 3 ranks in Leadership would build their side of the pool as  and the vast opposing force with an equally skilled commander would set the difficulty of the Mass Combat check as .

After Ability, Proficiency, Difficulty and Challenge dice are determined, the pool may be augmented further with Boost and Setback dice. Refer to table **Table 6-3: Mass Combat Modifiers** for some examples.

With the dice pool in place, the GM rolls the Mass Combat check. If it is successful, the allied forces accomplish its objectives for the current battle phase. Additional  can indicate a greater magnitude of success. On a failed check, the opposing force accomplishes its objectives and drives the allied force back. , ,  and  can be spent narratively or with the suggestions found in

Table 6-4: Spending , ,  and  in Mass Combat. The GM and players should work together to describe the outcome of the check.

THE ROLE OF THE PCs

The GM's most important task when running mass combat is to make sure that the players feel involved, and that their character's contributions to the battle are visible and effective. Refer to Full Assault missions on page 137 for examples on the impact PCs may have on the goings on.

Additionally, one of the Players may be the acting commander of their allied forces, thus making it their ranks in Leadership that upgrade the Mass Combat dice pool. Encourage the player to be the one rolling the check and add narrative flavor to the proceedings of the battle.

TABLE 6-3: MASS COMBAT MODIFIERS

CONDITION	MODIFIER
The allied force is in a defensible position The allied force has had ample time to prepare for the engagements (set traps, establish covered positions, etc.) Weather or stellar phenomena put the allied force in advantageous conditions	+ 
The allied force is well supplied with ammunition, tactical data or mission-specific equipment The allied force is supported by useful non-combatants (knowledgeable locals, civilian combat messengers, etc.)	Upgrade the ability of the check once.
The opposing force is in a defensible position Weather or stellar phenomena put the allied force in disruptive and disadvantageous conditions The allied force is low on ammunition, lacks tactical data or crucial, mission-specific equipment	+ 
The allied force is taken by surprise (their weapons are locked away, their troopers are out of position, etc.) The allied force is hindered by non-combatants (they are aiding the opposing force, taken as hostages or pose the risk of civilian casualties)	Upgrade the difficulty of the check once.

TABLE 6-4: SPENDING , ,  AND  IN MASS COMBAT

COST	RESULT OPTIONS
 or 	All characters with the allied force recover 1 strain. The PCs notice a key feature of the opposing force (high-ranking enemy personnel, weapon emplacements, support vehicles, etc.).
  or 	The allied force discovers a weakness in the enemy lines, adding  to their next Mass Combat check
   or 	A change in geographical layout (by accident or purpose) affords the allied force a beneficial position, downgrading the difficulty of their next Mass Combat check once. The allied force disables or destroys an important piece of enemy hardware (an anti-air emplacement, an artillery position, etc.). The opposing force loses any advantage gained by this equipment. The allied force's commander makes a rousing speech that raises the force's morale greatly, upgrading the ability of their next Mass Combat check once.
	Reinforcements arrive to support the allied force, increasing their force strength by 1 for all following phases. A PC or NPC of the allied force performs a feat of heroism, providing the force with a large benefit and resulting in the character making a name for themselves.
 	Sizable reinforcements arrive to support the allied force, increasing their force strength by 2 for all following phases. In a dramatic narrative moment, the PCs have the chance to single-handedly change the course of the battle. This could be anything from an encounter with the enemy commander, an infiltration of an enemy position (disrupting their communications, resupply, etc.). The options here are endless, should be narratively impactful and largely up to the players.
 or 	All characters with the allied force suffer 1 strain. The fog of war creates confusion among the allied force, adding  to their next Mass Combat check.
  or 	One of the PCs (chosen randomly) suffers an accident on the battlefield (falling debris, friendly fire, etc.) and suffers 4 wounds.
   or 	The allied force gets hindered by difficult terrain and upgrades the difficulty of their next Mass Combat check by one. The opposing force disables or destroys an important piece of allied hardware (an anti-air emplacement, an artillery position, etc.). The allied force loses any advantage gained by this equipment. The allied force suffers a loss of communications, downgrading the ability of their next Mass Combat check once.
	One of the PCs (chosen randomly) or an important NPC of the allied force is grievously hurt in the battle and suffers a Critical Injury. The commander of the allied force is incapacitated or otherwise prevented from communicating orders to the troops. Unless this situation is resolved or another character steps up to take their place, the allied force does not upgrade the ability of their Mass Combat checks for any following phases. Reinforcements arrive to support the opposing force, increasing their force strength by 1 for all following phases.
 	Succumbing to the panic, a portion of the allied force deserts, decreasing their force strength by 1 for all following phases. Sizable reinforcements arrive to support the opposing force, increasing their force strength by 2 for all following phases. The commander of the allied forces is killed, and their command structure or capital ship is destroyed. This likely results in the death of other high-ranking officers as well. Unless another character steps up to take their place, the allied force does not upgrade their ability for any following phases.



THE REAPERS

Known to the species of the current cycle as the greatest threat the galaxy has ever faced, the Reapers are synthetic-organic creatures the size of starships. Created by a synthetic intelligence meant to solve the problem of rebelling synthetics, the intelligence resolved to solve this problem by eradicating its makers and beginning the system of cycles, eradicating all sufficiently advanced organic life in the galaxy.

They are the original creators of the Citadel and mass relay networks, and left this technology behind for each rising civilization to find, all as part of their scheme to “harvest” those civilizations later, creating from them more Reapers.

RECOGNITION

The claim of the Reapers’ existence, initially brought forward by Commander Shepard and a few close associates remains dismissed throughout most of the Mass Effect franchise. While the galactic community has an encounter with Sovereign, the vanguard who was to open the Citadel, the colossal ship was publicly acknowledged as a Geth warship. Until the actual return of the reapers in 2186 and the beginning of the Reaper War, neither Citadel governments, nor any other species accepted their existence and dismissed any claims to the latter.

As a GM, this element of denial and lack of knowledge can be a powerful tool. Are your players aware of the Reapers, and does anyone believe their story? Are they themselves living in blissful ignorance of the impending doom? In a campaign that takes place in the aftermath of Sovereign’s attack and before the Reaper War, these questions can make for interesting plot hooks and can make for shocking revelations when the harvest begins.

Upon seeing any of the Reapers’ ground forces for the

first time, any character unfamiliar with them should make a **Hard** (●◆◆) **fear check**. Coming face to face with an actual Reaper - or observing it from the wrongly assumed safety of a ship or space station - should call for a **Formidable** (●●●◆◆) **fear check**, as the gravity of impending doom settles in.

INDOCTRINATION

One of the most powerful abilities at the Reapers’ disposal is their ability to manipulate the minds of those exposed to them. Any organic who spends too much time in close proximity to a Reaper or particular Reaper technology comes to believe in their goals and actively works to support them. This process is slow, deliberate, and can be finely controlled by the Reapers through use of their quantum-entanglement communication systems. The subject still believes that they are acting of their own accord and for the betterment of their own society, and in this delusion will sabotage the efforts of the galactic community.

As of now, there is no known cure for indoctrination and little protection against it. The process can happen even within the carcass of a Reaper long believed dead or performed through QEC beacons that their ground-forces carry into battle.

TECHNOLOGY

Advanced far beyond the means of most cycles’ own technology, Reapers have had millennia to advance and perfect their equipment and weaponry. They possess powerful quantum-entanglement communications, advanced kinetic barriers and weaponry that launches beams of molten metal, powerful enough to carve open a dreadnought.

Their own chassis are alien in nature, and alive, yet still work as spaceships, with their interior large enough to transport and deploy vast amounts of fighters and ground forces. The latter are created from the bodies of their foes, twisted and horrifically transformed by nanomachines and dragon's teeth to become husks (see page 126).

SUBTYPES

Over the course of their many cycles, the Reapers have assembled a vast fleet of ships, created from the processed genetic material of the species they harvested. The resulting synthetic-organic Reaper created always follows the same pattern, its shape a dark metal mirror image of the Leviathans, the species responsible for their creation and first species they extinguished.

HARBINGER

The first of the Reapers, larger than any others and with a unique frame design that distinguishes it from the rest. It commands the rest of the Reaper fleet and while hibernating in dark space, it keeps contact to the galaxy through the Collector general, in the Collector base beyond the Omega-4 relay.

SOVEREIGN-CLASS

Two kilometers in length and named for the first Reaper encountered by the species of the current cycle. These capital ships dwarf any currently existing dreadnought, and their main cannons shear through the latter in a single burst. It takes the combined firepower of many battleships to destroy a single one of these, and the Reaper armada contains an unknown number of them. In addition to their powerful weaponry, they are loaded with swarms of Oculus drones, the fightercraft of the Reapers.

DESTROYER-CLASS

While considerably smaller than other Reaper ships, these 160 meter long vessels are still equipped with the lethal magnetic-hydrodynamic weaponry, albeit at a smaller scale. In space combat, they target frigates, picking on vessels their own size, as a cruiser can eliminate them quickly. When deployed as a ground force, they become heavy walkers with impenetrable armor, vulnerable only to tremendous forces such as orbital bombardment or Kalros, the mother of all thresher maws.

TROOP TRANSPORT

Ranging from sizes of freighters up to that of a small cruiser, these Reaper constructs are not sentient, but instead remote controlled by the Reapers through their use of quantum-entanglement communications. These ships

feature large, empty hulls that are used to carry fighters or swarms of husks to unconquered worlds.

PROCESSOR

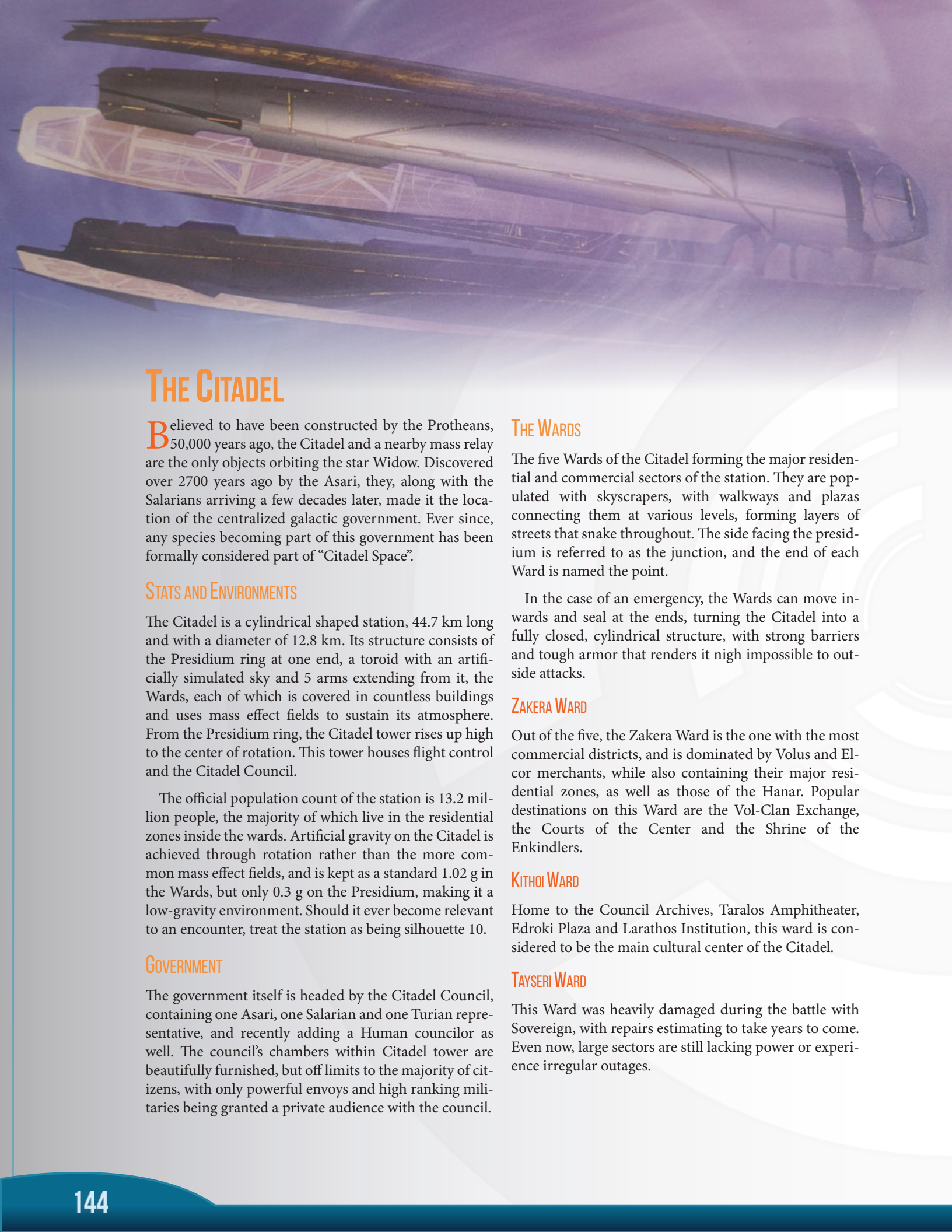
Given the apt nickname “slaughter ships”, these remote-controlled constructs serve as mobile DNA harvesting centers. The ground forces of the Reapers collect the population of planets and cull them into these frigate-sized vessels, where they are rendered down into primal material, from which a new Reaper is created at the end of the harvest.

WHAT ABOUT STATS?

With their vast size and awkward position as a combination of vehicle and creature, the **MASS EFFECT** book does not assign the Reapers full statblocks. They are more to be treated as a narrative element, a force of nature, and beyond the comprehension of the sentient species of the current cycle.

With their tremendous size, Harbinger and the Sovereign-class ships should be considered Silhouette 8, the same as any existing dreadnought, with Destroyers classed as Silhouette 4, and their other vessels ranging from 5 to 7. Their hull is heavily reinforced, and any damage done to a Reaper should be the result of narrative consequences and heroic actions rather than a damage number that exceeds their soak. Similarly, their main weaponry eclipses any current capital ship weapon in its power and is therefor not given a damage statistic. Any vessel targeted by such a weapon should simply be destroyed in a moment of dramatic narration.

Should the PCs ever find themselves at the luxury of a social encounter with a Reaper, their attempts to threaten them should be considered a **Daunting** (●●●●●) **Coercion check**, misinformation and bluffing should require a **Formidable** (●●●●●◆) **Deception check** and any attempts to Charm them or Negotiate with them fails automatically.



THE CITADEL

Believed to have been constructed by the Protheans, 50,000 years ago, the Citadel and a nearby mass relay are the only objects orbiting the star Widow. Discovered over 2700 years ago by the Asari, they, along with the Salarians arriving a few decades later, made it the location of the centralized galactic government. Ever since, any species becoming part of this government has been formally considered part of “Citadel Space”.

STATS AND ENVIRONMENTS

The Citadel is a cylindrical shaped station, 44.7 km long and with a diameter of 12.8 km. Its structure consists of the Presidium ring at one end, a toroid with an artificially simulated sky and 5 arms extending from it, the Wards, each of which is covered in countless buildings and uses mass effect fields to sustain its atmosphere. From the Presidium ring, the Citadel tower rises up high to the center of rotation. This tower houses flight control and the Citadel Council.

The official population count of the station is 13.2 million people, the majority of which live in the residential zones inside the wards. Artificial gravity on the Citadel is achieved through rotation rather than the more common mass effect fields, and is kept as a standard 1.02 g in the Wards, but only 0.3 g on the Presidium, making it a low-gravity environment. Should it ever become relevant to an encounter, treat the station as being silhouette 10.

GOVERNMENT

The government itself is headed by the Citadel Council, containing one Asari, one Salarian and one Turian representative, and recently adding a Human councilor as well. The council's chambers within Citadel tower are beautifully furnished, but off limits to the majority of citizens, with only powerful envoys and high ranking militaries being granted a private audience with the council.

THE WARDS

The five Wards of the Citadel forming the major residential and commercial sectors of the station. They are populated with skyscrapers, with walkways and plazas connecting them at various levels, forming layers of streets that snake throughout. The side facing the presidium is referred to as the junction, and the end of each Ward is named the point.

In the case of an emergency, the Wards can move inwards and seal at the ends, turning the Citadel into a fully closed, cylindrical structure, with strong barriers and tough armor that renders it nigh impossible to outside attacks.

ZAKERA WARD

Out of the five, the Zakera Ward is the one with the most commercial districts, and is dominated by Volus and Elcor merchants, while also containing their major residential zones, as well as those of the Hanar. Popular destinations on this Ward are the Vol-Clan Exchange, the Courts of the Center and the Shrine of the Enkindlers.

KITHOI WARD

Home to the Council Archives, Taralos Amphitheater, Edroki Plaza and Larathos Institution, this ward is considered to be the main cultural center of the Citadel.

TAYSERI WARD

This Ward was heavily damaged during the battle with Sovereign, with repairs estimating to take years to come. Even now, large sectors are still lacking power or experience irregular outages.

BACHJRET WARD

Unfortunately not very fleshed out in the Mass Effect franchise, this ward is presumed to contain a large amount of residential area, specifically Human living quarters.

AROCH WARD

Having been renamed from “Shalta Ward” in the past years, this part of the Citadel is barely covered in the established franchise, but is known to contain medical research installations.

PRESIDIUM

With the wards accommodating the majority of the population, the Presidium stands as the “province” of the rich, famous and elite of the Citadel. The enclosed structure, with its pleasantly low artificial gravity and meticulously landscaped interior makes for a sight to behold.

Between artificial lakes, fields and well kept trees lie the embassies of the Citadel space species, some of the most exclusive stores, establishments apartments and governmental offices.

While prices here may be more exquisite, the PCs are likely to find high-ranking officials here, with which to make lucrative deals or who may offer well paid work, from diplomatic to clandestine. Similarly, a PC who owns property on the Presidium is likely to leave an impression with the people they host there.

ARMANDO-OWEN BAILEY (NEMESIS)

A human C-Sec officer, who made a name for himself as a captain of the Zakera Ward precinct. While hands-on approach does not always conform to the rules of the force, the results he presents have his superiors consider him for a promotion to commander very soon. Despite his gruff demeanor, he's friendly to those that he regards of good morale. He's not fond of politics and prefers work in the field over desk jobs.

2 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	4 WILLPOWER	3 PRESENCE
SOAK VALUE 3	WOUND THRESHOLD 14	STRAIN THRESHOLD 13	M/R DEFENSE 0 0		

Motivations: Desire (Justice), Fear (Change), Strength (Courageous), Flaw (Intolerance).

Skills: Charm 2 (●●●◆), Coercion 3 (●●●◆◆), Cool 3 (●●●●), Deception 1 (●◆◆◆), Discipline 2 (●●◆◆◆), Knowledge (Underground) 2 (●●●), Leadership 2 (●●●●), Negotiation 2 (●◆◆◆), Ranged (Light) 2 (●●●◆◆), Streetwise 3 (●●●●●), Vigilance 2 (●●◆◆◆).

Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target two times.
- **Bad Cop 2:** May spend AA from a Coercion or Deception check to upgrade the ability of a single ally's subsequent social check targeting the same character twice.

Abilities:

- **Lawful Authority:** Add ✨ to the results of any social skill checks made when interacting with civilians on the Citadel.

Equipment:

- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **C-Sec Uniform:** +1 soak.



OMEGA

Sometimes referred to as the “dark, twisted counterpart to the Citadel”, Omega has established itself as a major hub within the Terminus Systems. Originally an asteroid rich in element zero, it quickly became established as a mining station, growing steadily in size, as its valuable exports transformed it into an outpost.

Due to its position in non-Citadel space, it quickly became a site for various levels of illicit activity, due to no laws governing its proceedings. Nowadays, it is a major trade center for narcotics, weapons, eezo and slaves, with the only order established due to the mutual agreement of all mercenary gangs to keep damages to a minimum. Occasionally, one gang rises to establish itself above the others, becoming the closest thing to a governing force there is in the lawless station. At the current time, Aria T’Loak is established as the ruler of Omega, running her own syndicate of pirates and mercenaries which has kept the station within her hands for over two centuries.

STATS AND ENVIRONMENTS

Omega is a station slowly expanded out of half of an asteroid, giving it its unique jellyfish-like shape over a total length of 44.7 kilometers. It’s estimated population is 7.8 million people. Should it ever become relevant to an encounter, treat the station as being silhouette 10.

Inside the station, spaces are often tight, with corridors sneaking through the rocks, and personal space even in apartments being quite limited. The only large open spaces are the caverns within the asteroid, created from where centuries of mining. Most surfaces of Omega are covered in a thin layer of rock dust, and the clouds of dust hanging in the air at the mining levels greatly reduce the life expectancy of its residents. There is no complete map of the station, as new passages - public or secret - are discovered or created frequently, much to the

delight of any smugglers.

MERCENARIES

Due to its central position in the Terminus Systems and its important role as a trading hub, a variety of Mercenary companies have established themselves on Omega, or made their “offices” there. Blue Suns, Blood Pack and Eclipse fight over turf and rights to eezo, all while under the thumb of Aria, who makes sure that none of the gangs grow to overpower her. The Talons are rising quickly to fill the power vacuum left after Archangel thinned the numbers of the big three.

Hiring a group of mercenaries is not difficult on Omega, there is usually someone to be found who will do dirty deeds for the right amount of money. Similarly, any PCs aspiring to become mercenaries themselves will find work there easily.

THE BLACK MARKET

Omega flourishes as a market for anything illegal, be it substances, weaponry or slaves. As long as the PCs know the right people to ask, they can find most any item here. The GM should treat Omega as a Trading hub when modifying the rarity of restricted items, (see page 83 of the **GENESYS** Core Rulebook), but consider it a civilized location for the purposes of acquiring any unrestricted gear.

While PCs are unlikely to be found by any authority here when trading illegal goods, consider instead the influences of present mercenary groups as potential risks. If the PCs intrude to far into the eezo trade, Eclipse might take offense, and if they snatch too many contracts away from Blood Pack or Talons, they may find themselves on those groups’ blacklists.

ARIA T'LOAK (NEMESIS)

The “pirate queen” and de facto ruler of Omega, Aria has been in control of the station for the past two centuries. She is fiercely possessive of her out-law kingdom, which she rules from within the Afterlife night club, and keeps perfect tabs on every business going on within the station.

2 BRAWN	3 AGILITY	2 INTELLECT	4 CUNNING	5 WILLPOWER	3 PRESENCE
SOAK VALUE 4	WOUND THRESHOLD 15	STRAIN THRESHOLD 16	M/R DEFENSE 1 1		

Motivations: Desire (Power), Fear (Humiliation), Strength (Patient), Flaw (Greed).

Skills: Biotics 4 (●●●●), Charm 2 (●●), Coercion 3 (●●●), Cool 3 (●●●), Deception 2 (●●), Discipline 3 (●●●), Leadership 3 (●●●), Negotiation 1 (●), Ranged (Heavy) 2 (●●), Resilience 2 (●●), Streetwise 4 (●●●●), Vigilance 3 (●●●).

Talents:

- **Adversary 3:** Upgrade difficulty of all combat checks against this target three times.
- **Clever Retort:** Once per encounter, may add ♠♠ to another character's social skill check.

Abilities:

- **Biotic Commando:** Add +3 damage to biotic attacks; add ♠♠ to the result of any Biotics skill check.
- **Queen of Omega:** While on Omega, may spend ♠ from checks targeting Aria to have character making the check suffer 2 strain instead of 1.

Biotics: Aria has access to all biotic abilities and may select any of their additional effects. She also has access to the following unique biotic power:

- **Flare:** Choose one target at short or medium range and make a **Hard (◆◆◆) Biotics check**; if successful, the target suffers 13 damage + 1 damage per uncanceled ♠, with the Blast 7 quality which affects all targets within short range. After using this power, Aria suffers 3 strain instead of 2.

Equipment:

- **Special Operations Shotgun:** Ranged (Heavy); Damage 9; Critical 3; Range (Short); Blast 5, Knockdown, Superior, Vicious 2.
- **Durable Clothing:** +1 soak.

AFTERLIFE

The Afterlife Club is a nightclub located in a major transit zone of Omega. For the past centuries, it has served as a sort of “throne room” for the ruler of Omega, with the Patriarch, Aria's predecessor, being the last known owner before her.

The club itself does not differ much from those found on various planets and stations around the galaxy, full of bright glowing holograms, deep bass music to which sparsely-clad Asari dancers perform. It offers most any poison a customer could ask for (including various concoctions that are not legal outside the Terminus systems) and provides various VIP rooms for private evenings and business to be conducted in private. At the far back, Aria's personal lounge overlooks the establishment - a fitting metaphor to her absolute reign and knowledge of the entire station.

Should the PCs come to encounter Aria, they will quickly learn of her highly authoritative personality. She does what is best for her position of power on Omega, and will not hesitate to eliminate threats to her position. As long as the PCs remember the most important rule - “Don't fuck with Aria” - they'll also find her to be a powerful business woman, who may offer highly lucrative contracts to mercenary parties, and pay good money for information on her competitors, especially the big three mercenary companies.



ADVENTURES IN THE MILKY WAY

The following section is designed to provide GMs with some example adventures, plot hooks or prompts for smaller campaigns. These stories can be run as contained adventures, finished within one or two sessions, or can serve as jumping off point for larger story arcs.

The structure of these prompts follows the one established in **SHADOW OF THE BEANSTALK**, consisting of the three major parts: **primary goal**, **challenges** and the **twist**. While the primary goal describes the general plot of the hook, challenges are steps on the way for the PCs to overcome. Often times these will take the form of encounters.

Finally, the twist is an unexpected change, a surprise, complication or a truth that reveals itself later in the adventure. It may lead the PCs to rethink their plans or be forced to improvise, finding creative solutions to an evolving problem.

While each of the following stories is designed to fit into the existing Mass Effect canon, some creative liberties have been taken where no canonical information was available.

BUSINESS IN BULK

Typical Party: Mercenaries or government agents

The MSV Appalachia - a light freighter of a human mining company - has failed to arrive for its scheduled delivery. It was carrying titanium for an important Citadel Defense Fleet contract.

The PCs are tasked with discovering the freighters whereabouts and investigate what happened to it. Its last known location was in the Kepler Verge, a cluster in the Attican Traverse.

PRIMARY GOALS

Find the Appalachia, investigate what happened to it, retrieve its cargo.

CHALLENGES

- Searching the entire Kepler Verge could take days, unless the PCs gain access to high tech scanners or the comm buoy network to triangulate the ship's last known position.
- After discovering the vessels position, it's hull shows massive damages in the back section, including a large hullbreach. Boarding attempts prove difficult, as the docking port has been demolished. It'll take some expert piloting or an EVA action to gain access.

- While the cargo is all accounted for, the crew is dead. More importantly, the vessel's drivecore has been removed through the breach in engineering.

TWIST

The attackers had it out for the drivecore - more specifically the element zero it contains. The PC's are faced with the choice of simply towing the ship to the nearest station and getting their reward, or investigating further to discover a greater story beyond!

CITADEL - TAYSERI DRIFT

Typical Party: Government agents, C-Sec, mercenaries

The Tayseri Ward of the Citadel remains heavily damaged from Sovereign's attack and still suffers from large scale power outages across various sectors. In these dark neighborhoods, a group of adrenaline junkies has started organizing illegal skycar races.

The PCs may hear rumors of these races to spark their interest or be contacted by C-Sec to investigate and infiltrate the racers.

PRIMARY GOALS

Investigate the dangerous, illegal races in the Tayseri Ward.

CHALLENGES

- In order to investigate or participate, the PCs will need to locate the venue these races are hosted out of. It may be an abandoned warehouse or factory, or a shady bar in the lower wards. They'll need to talk to the right people to find out more.
- To gain the trust of the racers, the PCs will need to prove their mettle. They'll need a vehicle with some impressive top speeds and modifications. A skycar off the shelf just won't do.
- With the agile PCs likely to participate in the races and anyone skilled in Mechanics serving as their pit crew, other characters may elect to take out bets on their friends or investigate more into the organization of these races.

TWIST

The real reason C-Sec has been unable to apprehend the racers so far is the use of a very clever virtual intelligence, which creates new, randomized routes for the races, always leading through the sectors that lack power and lighting.

A DANGEROUS GAME

Typical Party: Mercenaries, adventurers, explorers

Horizon Falls, a high-class resort on Bekenstein, hosts a variety of “immersion events”. Among their previous successes (and possible inspiration for GMs) are a murder mystery within the hotel and a holographic ghost adventure.

The PCs are invited by rich patrons to partake as their aides in the newest event, a hunt for a most dangerous animal in the tropical forests of Bekenstein.

PRIMARY GOALS

Work as guardians to a group of cliché high-society NPCs, all trying to play their roles as big game hunters and adventurers, using outfits inspired by those found on Earth in the previous century.

CHALLENGES

- The NPCs are wholly incapable of erecting the tents and setting up their base camp, relying on the PCs to do it for them. Alternatively, the PCs may convince them that it’s part of the experience and teach them to do it themselves.
- Following the tracks of the animal within the forest is tricky and requires some skills in Survival. Among the way, the party may encounter smaller critters or hostile plant life.
- The beast is revealed to be an odd genetic combination of Krogan and Yahg (see page 123), and is far more deadly and dangerous than Horizon Falls anticipated. The PCs must do anything in their power to save the lives of their clients.

TWIST

Horizon Falls was given the creature at a discount price by an anonymous contractor. The details behind this are up to the GM, but possible options are a company trying to rid themselves of a failed experiment, or a rival to Horizon attempting to sabotage their events.

FRAGMENTED MEMORY

Typical Party: Adventurers, explorers

A Prothean memory shard was destined to be transferred to one of their vaults on Kahjee. Unfortunately, the shard never arrived there, and the vessel carrying it was intercepted and shot down over Kaushus.

The PCs detect an emergency signal in a language they cannot translate. As the closest ship in the area, they are obligated to investigate the desolate volcanic world.

PRIMARY GOALS

Investigate the emergency beacon that briefly flickered to life, and render any assistance possible.

CHALLENGES

- The volcanic atmosphere of Kaushus makes orbital entry and landing quite difficult. The only viable landing site is a good walk from the location of the beacon. Only a highly skilled pilot will be able to set a ship down without some dents.
- While the toxic and boiling atmosphere will be trouble for the PCs and mandate the use of Enviro-Suits, it appears a subspecies of Klixen (page 94) seem to thrive here without trouble. They are very hostile to alien invaders.
- Arriving at the location of the beacon finds nothing except for a few leftover circuits of an emergency beacon and a metal slab that fits in one hand. Only a scholar of Prothean lore and technology would be able to identify the pieces for what they truly are.

TWIST

The metal slab is the Prothean memory shard, and anyone touching it will see a brief flash of its last recording. What this last memory is is left to the GMs volition, but it may serve as a new story hook, be it a tie in to the Reaper War and the Crucible project, or another Prothean discovery entirely.

APPENDIX: GALAXY MAP

The map on the right is an independent artist's rendition of the Galaxy as shown in the **MASS EFFECT** universe. Clusters have been put in their positions as indicated by their locations of the course of the first three games. Lines between them indicate relay connections. These are similarly based on ingame information.

Below some clusters is a list of notable locations there. These include the majority of locations visited over the course of the franchise, as well as any of the species homeworlds.

MISSING INFORMATION

Unfortunately, the franchise is not wholly conclusive on the position of multiple relevant locations.

Rakhana, the dead homeworld of the Drell, and Kahje, the aquatic homeworld of the Hanar, are never assigned a position on the map. It is reasonable to assume that they are within the the same cluster (though in different solar systems) however. The canonical location of multiple Hanar colonies in the Eagle Nebula leads to the assumption that their home cluster is within Outer Council Space, near the border of the Attican Traverse.

Similarly, the Nemean Abyss is mentioned within the franchise, a region of space even less regulated than the Terminus Systems. The Abyss features the planet Tortuga, a popular pirate hideout, and Cartagena Station, crewed by C-Pat an independent organization that makes futile attempts to police the Abyss. It is unlikely that the Abyss is located off the edge of the map, but it may be found in some of the darker areas of the Terminus systems, such as half way between Crescent and Omega Nebula, or far our like the Rosetta Nebula.



